NASUVERSE TABLETOP D6 SYSTEM

A System Based on the Nasuverse

I did NOT create this system, I just pieced together the different parts found in different files and created the spreadsheet character sheet with the permission of the original creator. The credits for the original system and the creator of the original system are below and all questions should be directed to them.

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What are Tabletop Roleplaying Games?

Tabletop Roleplaying Games or TTRPGs are games played with a gamemaster setting a story for players which can directly be interacted with by the characters of the players. This is done by the gamemaster describing the situation the characters are in and the players deciding what their characters will do in that scenario. Most actions in Tabletop RPGs need a dice roll to show if the character succeeds in the action they're taking depending on that character's skills and abilities. Tabletop RPGs are a group storytelling game with one gamemaster and usually multiple players in a group.

What is a 'D6' system?

A 'D6' is the shorthand name for a six sided die. A D6 system is a type of game that focuses on rolling 6 sided dice, usually multiple to resolve action dice rolls in the game. This concept will be explored in more depth as this guidebook goes on.

What is the Nasuverse?

The Nasuverse is a universe created by Kinoko Nasu which spans multiple of his works and focuses on urban fantasy and has elements of supernatural horror. The Nasuverse has major important elements in magic and supernatural creatures. Major works in the Nasuverse are Fate/Stay Night, Kara No Kyoukai (Garden of Sinners), Tsukihime, Mahou Tsukai No Yoru (Mahoyo) and Angel Notes as well as spinoffs and continuations to these works. Most of the listed series focus on specific parts of Nasuverse lore, which will be utilized and be working together in this Tabletop RPG.

Actions and Rolling Dice

Rolling dice in this game has you rolling an amount of D6 equal to your capabilities in a skill or stat to complete an action where each 5 or 6 on a D6 counts as a success. There are 2 kinds of rolls, Challenges and Opposing rolls.

Challenge Rolls vs Opposition Rolls

Challenge rolls have the player counting the amount of successes in their roll against a flat number of successes needed to overcome a challenge, such as moving heavy objects or fixing objects. Opposition rolls have multiple characters rolling dice and both characters count their successes against the other character's successes and the character that rolls more would succeed against the other, such as a character attempting to run a race against another character.

Affecting Factors

Another major part of rolling your dice are the affecting factors, usually decided by the Gamemaster, any situational factors such as terrain need to

be taken into account and advantages/disadvantages will also influence rolls made by all characters.

Combat

Combat is a major part of most Tabletop RPGs and this RPG is no exception, combat between players and characters controlled by the Gamemaster is the most common kind of combat and is usually important to the story that is being told by the Gamemaster. Combat in practice is usually split into 2 types of actions, movement and actions.Both types take part of your turn, you can use your actions to allow yourself to move more, or remove your movement phase to allow yourself to make a larger action. Movement lets you move up to 30 feet, or 6 squares on a normal combat grid. Actions include anything from attacking to interacting with your surroundings, but different actions have different lengths of time needed, some take up only half your action phase, all of it, or may even take your movement phase.

Combat Turn Order

Combat turn order is decided by adding the Dexterity stat to the Awareness stat. The character with the highest number (called initiative) goes first, and it goes down the list of characters until the player with the lowest initiative. In the case of a tie with a non-ally character, both characters roll a D6, highest goes first. In the case of a tie between allies, you may decide the order of the characters.

Resolving Attacks.

After choosing to attack another character, you need to resolve a set of prerequisites for your attack to go through, or a series of prerequisites to be able to avoid the attack coming to you.

1st) Determine any affecting factors. Is the battlefield clear, is there interference against one foe, can both characters move easily. Any

affecting factors should be applied to the dice pool of the character it affects the most
(Ex: A rocky field affects both combatants, but because the archer does not have to move to fire his bow, the penalty only applies to the warrior dodging.) If both combatants are affected equally, no penalty or advantage is given (In the above example, if both were clashing swords, neither would get a penalty, they are both suffering from the same disadvantage).

2nd) The offensive player rolls their weapon skill and its affecting stat. Any additional factors, such as enhancements to the weapon itself that aid in striking a foe, or battlefield conditions, should be added to the pool now. The player
rolls the dice, and adds up the 5's and 6's rolled to determine how many hits were scored. If there are no hits scored, the attack ends as there is no chance of success.
Ex: Harry is attacking with his sword. He has a melee skill of 5, and a strength of 6. He rolls 11 dice, and has 4 hits.

3rd) The defensive player rolls their dodge skill and its affecting stat. Any additional factors to the defense should be added to the dice pool now. The defending player rolls the dice, and adds up any 5's or 6's rolled to determine how many hits were scored. If the defensive player scored more hits than the attacking player, the attack has missed, and the attack
ends here.
Ex: Sally is trying to avoid Harry's attack. She has a dodge skill of 3, and a dexterity of 4. She rolls 7 dice, and gets 2 hits.

4th) If the attack succeeds in hitting the opponent, the attacking player determines their damage. This is determined by adding the damage of the weapon itself to how many hits the offensive player beat the defensive by. Any hits above the defense in excess of 1 are added to the damage total, representing a more accurate hit.
Ex: Harry got more hits than Sally, so he hit her character. His weapon has 5p damage, and he beat her defense by 2 hits,
so he adds 1 damage to his total, dealing Sally 6p damage.

5th) The defending player now determines how severe the wound they received is. Their endurance stat is the most important factor here, along with any skills or abilities the character has that might reduce damage. The defending player rolls their endurance multiplied by 2 in order to reduce damage. Every hit from their endurance roll reduces damage received by 1. Any remaining damage causes an equal number of wounds. Any attack that reduces the character to 0 or fewer wounds kills the character.
Ex: Sally was hit with 6p damage. She has an Endurance stat of 4. She rolls 8 dice (4 times 2), and gets 4 hits. This reduces the damage from 6 to 2p, and thus she takes 2 wounds of damage. If this reduced her to 0 wounds, she would die.

Mounts/Riding

Some mounts and vehicles can be used in combat. These mounts have a damage stat listed with them. In order to use this, during a single turn the rider must use their full round to concentrate on running their target over. The mount must move at least half of its max movement before striking the target in a straight line. If it does, the rider can roll their riding skill plus stat against their opponents dodge plus stat, and if it succeeds, the vehicle does its damage rating to that target.

Character Creation

To start playing the game you need to have a character. Your character is the medium in which you experience the world of the game as well as the way that you interact with the world. Most games have multiple player characters (PCs) which usually work together through the game. But to have a character to play as you need to create one. The creation of a character comes in different phases, most of which have a certain order, but can also be done out of said order. To create a character you'll need a sheet of paper, a google document or the premade character sheet.

Your Concept

Most characters created in a tabletop game have a basic concept behind the character, how they act, who they are, what background they come from, etc. For example, you can picture an arrogant detective who doesn't want to accept the reality of magic despite being a monster, or a mage obsessed with figuring out the mysteries of their bloodline. A concept is a really good starting point for a character and can give you a baseline of how to create them and how to roleplay them.

Your Stats

Before playing your character you need to know what they're good and bad at, and setting your stats and skills are the best thing to do to show those proficiencies. But before setting your skills and stats you need to choose an Archetype, these 'classes' of character have different abilities, specialized skills and theming (detailed in the Archetypes section of this guide). After picking an archetype you have one or two 'special' statistics given to you depending on the class, this should be automatic in the Spreadsheet. Now to allocate your stats, most characters can only raise their character stats to a maximum of 5 for the basic ones and 10 for the archetype specific ones, with the rank being added multiplied by 2 being the price to upgrade the stat from the 200 base points being given. In the spreadsheet this and most exceptions to these rules are automated.

But What do the Stats do?

Strength- Embodies sheer physical power, the ability to punch harder, swing a sword faster than the next guy. Increases damage of melee weapons and some ranged weapons.

Dexterity- Embodies agility, fleetness of foot, and skill with your hands. High Dexterity allows the character to fire a bow more accurately, hide from your enemies, and get out of the way of an incoming blow.

Endurance- Embodies toughness, vitality, and the general health of the individual. Endurance is rolled to reduce damage from a blow, and it is rolled twice unless the attack uses a different formula. The character has wound boxes equal to 5 + Endurance + Special traits. If any ability would reduce the character's endurance, an equivalent amount of wound boxes are lost (starting with unwounded ones first), but are restored when their endurance is restored.

Charisma- Embodies beauty, a silver tongue, and a quick wit. Charismatic individuals can often talk their way out of situations and stop fights before they start.

Perception- Embodies a feel for your environment, the sharpness of your sight, and a general focus. Allows a person to detect hidden objects and people, and acquire a feel for unknown areas.

Intelligence- Embodies Wisdom, Knowledge, and general Academia. People with high intelligence have spent more time in school, know more valuable facts, and if they don't, they can study it quickly.

Your Skills

After your basic stats, you have skills, which are more specialized parts of those stats that could give you an extra edge if you know your way around them. Skills don’t have any static maximum amount, but they can only go

as high as their assorted stat goes(this has an indicator in the sheet. Each skill costs the same as the rank you're upgrading it to.

But What do the Skills do?

Dodge (Dex): The ability to avoid various potential dangers, ranging from swords, to cars, to explosions. The skill is rolled opposite of the opponents own skill with their attack.

Melee (Str): The ability to use various melee oriented weapons. This can range from swords, to polearms, to whips. The skill is rolled opposite of the opponents Dodge skill.

Ranged (Dex): The ability to use various ranged weapons. This ranges from bows, to guns, to throwing daggers. The skill is rolled opposite of the opponents Dodge skill.

Awareness (Per): The ability to notice things out of the ordinary, hidden foes, or look for hidden objects. If finding an opponent, it is rolled opposite of their stealth. If searching, it is rolled versus a target number.

Medicine (Int): The ability to apply healing arts to a person. This can range from magical, to the mundane. When using Medicine, the skill is rolled against a target number of how many wounds the target has divided by 2 (rounded up). If the roll is successful, the target recovers one box instantly, and any additional hits heal a box per 2. This skill cannot be used more than once for any set of injuries.

Stealth (Dex): The ability to remain hidden from sight, or to hide objects and others for sight or notice. Rolled opposite of an opponents Perception roll.

Survival (End): The ability to remain alive in the harshest situations. This can include foraging for food while in nature, to remaining conscious after receiving severe injuries. For any wound rank above wounded, a survival

roll must be made to avoid falling unconscious from the pain, with the target being how many wound boxes the character has currently.

Riding (Dex): The ability to control animals and machines that convey the user. Used to perform stunts with the mount, but also is used as an attack roll versus the targets Dodge when using a vehicle or animal to attack a person.

Diplomacy (Cha): The ability to persuade others to your own point of view. Any time you are trying to convince someone with words and nonviolent means uses diplomacy. Rolled against an opponents own Diplomacy skill.

Intimidation (Str): The ability to threaten and coerce others into doing what you want. Can be a combination of physical threats, threats against others, or sheer deadly intent. Rolled against an opponents own Intimidation skill.

Local (Int): Knowledge of local customs, laws, and the area. Can be either reasoned as research done or innate knowledge of a particular location. Can be used to find a location, navigate local laws, or get information about a local event.

Knowledge (Int): How much the character knows about ‘standard’ educational topics, such as physics, science, math, history, and the like.

Lore (Int): Knowledge of mystical lore and general occult. This can include information on mystic beasts, other Servants, and various holy relics and spiritual locations.

Craft (Int): The ability to create, modify, or repair objects. This can include mundane things like windows, up to more complex technology such as a TV.

Farsensing (Per): (Servant Only): The ability to detect magical anomalies, mystic creatures, Servants, or Ley lines. Either rolled against the opponent's Stealth skill, or against a target number.

Crime (Dex): The general skill used to perform acts that are not normally allowable. This includes picking locks, hotwiring a car, and the like.
Technology (Int): The ability to use modern technology successfully, and a measure of the character's skill above that of a common layperson. Things such as hacking a keypad, using surveillance cameras and the like fall under this.

Archetype Features and Character Traits

The only non-automated part of the Spreadsheet are the traits and features, which half include parts from your character archetype as well as special traits you can buy with experience from the rulebook, which all need to be manually put into game and worked out. The traits will be outlined at the end of the guide. The character archetype features will be detailed below and are also major parts of the character creation process.

The Character

Now that you have a concept and statistics for your character, you can look over things like the character's appearance, backstory, the way they act and the way you want to roleplay them, there's space in the Spreadsheet for your character and any notes you want to make about them as well as how you want to play them.

Inventory

Though a lot of what you may have on your character can come down to GM discretion, factors like wealth, where you live/come from, and other parts of the character backstory and history may be helpful to decide what your character may carry on them.

Character Archetypes

As seen in the character creation process, most characters use an archetype, unless the game being played uses characters without any special abilities. Character archetypes categorize the different special types of ability that different characters can have and the backgrounds of those abilities.

Magi

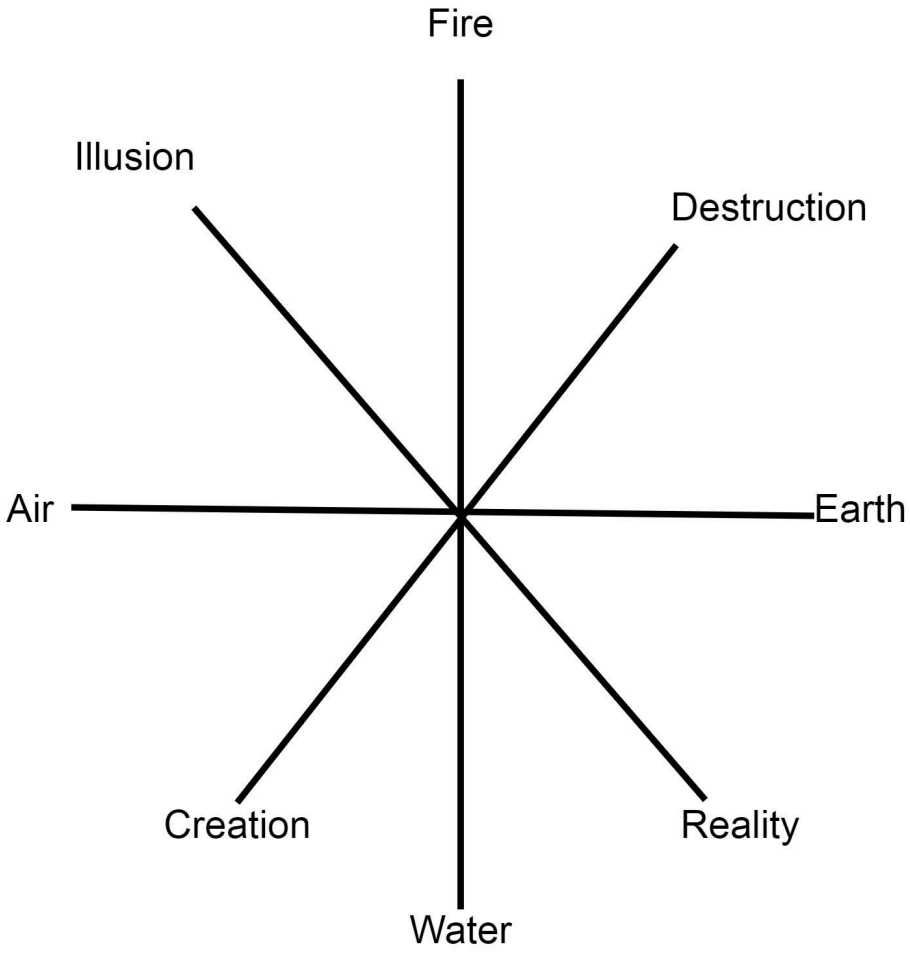
Magi are usually normal humans with the ability to perform thaumaturgy or magecraft through recreating different pre-existing phenomena in our world by drawing a predetermined amount of power from the root of reality at a price, usually being the magical energy inside the magi. Magecraft comes in different schools of thought, which the Magi archetype revolves around. To take this Archetype you must use 2 points.

Magic Points and Backlash

Magic Points(MP) for a Magi are 20 for each point in your magic stat, this is your magical pool to tap into to cast spells. When you cast spells, it can be similar to having lightning conducted through your body. When rolling a spell, you also must roll Endurance+Magic and if you roll below the amount of MP used for the spell you take the leftover MP and take one wound for each point still left (rounded down).

Basic Magical Schools

There are 8 magical schools with different skills and specialties,
Fire
Illusion
Destruction
Air
Earth
Creation
Reality
Water
To upgrade your magical school points, they cost 4 times the new rank for the school. Each rank of the school has one new spell, but cannot be raised above your magic stat. and they all start at 1 for free. The magical schools can be found in the ‘Magecraft’ sheet in the Spreadsheet. The basic magical schools have opposites also in the list of basic schools, shown with a chart.



Specialized Magical Schools

There are some magical schools made to fulfill certain needs perceived by the magus community. They cost double to buy and need double the magic rank as a prerequisite to obtain (This is automated in the sheet). There are currently 2 specialized schools,

Combat

Shadow

Rituals

Rituals are special rites performed by magicians to further enhance their art, or provide themselves with means to perform magic normally considered above themselves. A magi can learn the Ritual Magic skill in order to use these abilities.

Gemstore: The Gemstore is a ritual where a Magi stores some of their unneeded magical power for later use. The Magi must have purchased the gems required for this ritual beforehand, and the value of the gem determines how much magical energy can be stored in them. The chart is as follows:

Rough-1 spell, Max MP 2 (Wealth 2)
Polished-2 spells, Max MP 4 (Wealth 3)
Cut-3 spells, Max MP 6 (Wealth 4)
Perfect-4 spells, Max MP 8 (Wealth 5)

When the Magi stores their energy into a gem, they draw blood from themselves, and inject it into a specially prepared vessel where the gem is stored. Due to the nature of the ritual, it can only be performed once per day, and it can only store one spell at a time. A gem can only hold one kind of spell, no matter how valuable it is. When the ritual is performed, the Magi loses MP equal to four times the cost of the spell stored. When releasing the power of the gem, the Magi releases all spells stored into it at once with one purpose. No backlash is associated with the use of the gem, but the gem itself is destroyed in the process. Note, certain gems are associated with certain schools:

Creation: Amber
Fire: Ruby
Water: Sapphire
Air: Diamond
Earth: Topaz

Reality: Opal
Illusion: Moonstone
Destruction: Onyx

Boundary Fields: Boundary fields are areas of magical interference, usually created by a Magi seeking to control an area, either for a ritual or to give themselves an advantageous battleground. Boundary fields are separated into two types, standard, and Syphons, which are more complex fields that are only performed by higher level Magi. Other magi and mystic creatures such as vampires can detect the presence of a field once inside, and ones with high enough magic skill and remove such fields. When setting up a field, a Magi rolls their magic skill. The amount of hits is how many hits another magi or creature needs to dispel the field or move through without affect.

Standard
Alarm:The magi's field is set up to alert them to any entrance by an uninvited guest. The Magi can specify how precise the alarm will be (animals, people, magical beings) as well as being able to set up a physical tie to the alarm in order to alert others than himself.
Maximum Range-200m
Set up time-2 hours
Mp cost-15

Resistance: The magi's field is set up to cause discomfort to those who enter with intent to harm the magi or their friends. When a creature enters the field that fits the conditions the Magi set up, the field begins to resist their presence. Any checks made while in the presence of the field lose dice equal to the number of hits of the fields creator.
Maximum Range-200m
Set up time-6 hours
Mp cost-25

Improve: The magi's field is set up to improve the efforts of their allies inside. The magi defines which people fall under this category, and anyone

else get no benefit from the field, nor do they notice it unless they are looking for it. Any checks made by those who benefit from the field are increased by a number of die equal to the creators hits.
Maximum Range-200m
Set up time-6 hours
MP cost-25

Siphons:
General-All siphons draw energy from various sources to empower the Magus. The magus can use these energies to either increase their own abilities temporarily, or to restore their MP. If used to increase their magic, the mp that the boundary draws is converted at 5 mp to one magic point. The magic points last for one day after being withdrawn.

Draw: The magus siphons energy from the innate ley of the earth, slowly drawing magic from the natural aura of Gaia. Magic drawn this way is slow, but it does not hurt the earth unless done in great amounts at the same time.
Maximum Range-200m
Set up time-1 day
Maximum MP: 10
Draw rate: 1 MP per two days.

Sap: The magus siphons energy from living things in the area of the field. Living things grow weaker, become less energetic, but no worse than a lack of sleep or a little malnutrition. Once the field is removed, all within recover within a week.
Maximum Range-300m
Set up time-3 days
Maximum MP:20
Draw Rate:2 Mp per day

Dissolve: The most extreme form of siphon, the magi uses this field to literally dissolve all within. It must be used in a populated area, as it does not work on non sentient beings. Any Magi within the field are immune, as

are mystic creatures, but normal human beings dissolve quickly and their energy quickly fills the field. When the field is fully set up, it can be activated immediately, and immediately is filled to max MP.
Maximum Range-500m
Set up time-1 week
Maximum MP:40
Draw Rate: Instant

Custom Magecraft

The wonderful thing about magic, is the only limitations are purely in the user's mind and body. The magic schools that have been listed are purely the most common ways Magi envision magic, and it is the easiest way to formulate and solidify spells in one's mind. This is by no means the only way to cast magic. Most Magi families have their own specialized schools, and their own versions of spells. These have been honed for years, passing down in their family as each person adds effort to the collective mind. Of course, that does not mean it is impossible for an individual to create new magic. All they have to do is focus their mind into new formulas for conjuring the necessary mana.

Most custom magic, and the -easiest- custom magic, is created by combining spells from two different schools. A magi first selects their primary spell. This spell will be the 'base' spell, and most of the rules for the finalized spell will come from this. The magi then selects their modifier spell. This will change the original spell and twist its use to a different form. Both spells must be ones the user already knows in order to modify the magic in this way.

Example:
Chrissa is a mage with knowledge in Destruction and Reality Schools. She loves being able to cause objects to blow up when used, but has trouble getting her enemies to activate them sometimes...and its infuriating to just wait while they fiddle around in their car before it explodes! So, she wants to be able to take this into her own hands. She selects her primary spell as

Explosive Power (A spell that causes objects to explode when used). She then selects her secondary spell as Displace (A spell that moves objects rapidly with magic). Once she has finished crafting her spell, she now has Telekinetic Blast, allowing her to grab any object she wishes, and hurl it towards her foes with explosive results!

When crafting spells like this, it takes a lot of effort on part of the magi, and as such they must spend XP to do so. Take the sum of the two spell levels used, and multiply it times four to get the total XP that needs to be spent. As in the above example, Explosive Power is level 3, and Displace is level 2. The total is 5, times 4 is 10, so the spell takes 20 XP to create.

Note: GM has fiat on any spells created, and may modify them to stay within the balance of the game. Also, trying to add a simple feature to a spell (like wanting to add range to a touch spell, or get two stat boosts in one spell) is innately inefficient, and not balanced. As such, if someone attempts to do so, they will get a spell that will be less effective at both than the spells they came from (aka, trying to combine Heal and Invigorate will just have a touch spell that adds ½ MP to dice, and only rolls ½ MP to heal.)

The alternative is to create spells wholly out of cloth. This is a more complex and rigorous procedure, and many mages spend lifetimes doing this, without completing their work. Any wholly custom spells must be approved by the GM, and the XP cost for doing so will be determined by the GM.

Master

The master is a subclass of the Magi, being a Magi that has become powerful enough to summon a magical servant from historical times with special power.

The Servant

The servant is the main piece of the Master archetype, it's almost like a completely new character, with a new kind of archetype called 'class', showing their specialty as a servant and given points equal to the 'Servant' stat multiplied by 20, but given a stat and a skill to start at 5 and have the ability to be raised to 11 maximum depending on the class of Servant. Each class of servant has a special skill and some limitations and skills. Servants are based on real heroic spirits past, present and future.

The Noble Phantasm

Noble Phantasms are the ability given to represent the heroic spirit actually fighting as the servant. There are a lot of different choices of Noble Phantasm, and even custom Noble Phantasms. Though there are some prerequisites and limitations on who can purchase what kind of Noble Phantasm.

Servant restrictions-
Rider: Cannot purchase any weapon powers. Only Servant that can purchase Bridle phantasms.
Saber: Only Servant that can purchase Armor Phantasms.
Berserker: Can not create custom noble phantasms, can only use abilities and weapons.

Abilities:
These are general powers that are always active for the Servant while it is manifested.

Rapid Healing: This ability embodies the ability of the Servant to heal quickly from wounds. While all servants recover their wounds at a rate of one box per hour while unsummoned, this allows rapid healing in the midst of combat. Every 2
rounds the Servant recovers one box of damage.
-Cost: 50pts

Immortality: This ability embodies many fabled immortal heroes. Each rank of Immortality allows the servant to fully recovermat the point of death to full health with no wound boxes. Once it is used, a rank of Immortality must be recharged, at the cost of 50mp each with a 24 hour rest period per rank restored.
-Cost: 50pts, max 5

Mind's Eye: The ability of the Servant to ignore all visual hindrances when in combat. In essence, the Servant does not lose any dice pool from hindered sight or cover.
-Cost: 10pts

Transparency: The ability of the servant to conceal their true nature and abilities from those who would detect them. Each rank lowers the Phantasm rank that appears to those who would detect them through farsensing or other means by one. If reduced to below zero, the Servant only shows as a magical being of some sort, not as a true servant.
-Cost: 15pts, max 5

Link: This ability allows the servant to create a link between their weapon of choice and their target. Every time a Servant hits a target with a weapon, further attacks with that weapon on the same target have an increased die pool of 1.

Example:
The servant has struck their target twice in a row so far, their next attack will have a 2 dice bonus to it.

Any attacks that do not succeed, hit another target, or use a different weapon nullify this effect. Max bonus is 5 dice.
-Cost:35pts

Instinct: The ability to learn your enemies movements, and adjust your movements accordingly. When struck with a blow by a foe, the Servant

then gains a bonus to their dice pool when they next try to dodge a blow from that foe with the same
weapon. Each consecutive blow from the weapon that hits adds to this pool. This bonus ends when an attack is successfully dodged.

Example: The servant has been struck twice by their foes blade. They now get a 2 dice bonus to their next dodge roll.

Max bonus is 5 dice.
-Cost:35pts

Magical Burst (Weapon): This ability allows the servant to infuse their magical ability into their weapon. The servant can use up to the abilities rank in MP to add a point of damage to their weapon. Any weapon other than a Noble Phantasm blade
will be shattered on impact with the first swing. The infusion lasts as many rounds as the abilities rank. Activated as a free action.
-Cost:10pts, max 5

Magical Burst (Movement): This ability allows the servant to infuse their magical ability into their body, aiding in their movement. This increases their dexterity temporarily by how much MP has been infused, up to the rank in the ability.
It also increases their movement range per round by 5squares per MP, and allows the user to fly with the magical propulsion at the same rate that they can move on the ground. Lasts as many rounds as ranks in the ability. Activated as a free action.
-Cost:10pts, max 5

Duplication: This ability allows the servant to clone them self, creating an identical copy of their body. The clones stats are half of the originals, rounded down, but does not get to use any abilities of their noble phantasm. Their weapon is a standard weapon of the type it was created as. Costs 2mp per rank of servant.
-Cost:50pts

Weapons:
General- Weapons can take any form dependent on the servant, in general, stats for generic weapons follows:
Melee-2p+1/2 STR (rounded down)
Two handed melee-2p+STR
Reach melee-1p+1/2 STR (rounded down) (1 square range)
Bow-2p+1/4 STR (rounded down) (10 square range)
Gun-5p (20 square range)
Other weapons on a case by case basis as approved by GM.

The abilities under this category are enhancements on the weapons themselves to separate them from standard weapons.

Sharpen: Adds damage to the weapon itself. Each rank adds 1p of damage to the weapon.
-Cost:15pts, max 5

Hone: Increases the chance for the weapon to hit, adding 1 dice to the dice pool of the weapon skill.
-Cost:20pts, max 5

Deflection: Allows the weapon to be used as a defensive ability, adding 1 to the dice pool of any dodge rolls of the user.
-Cost:25pts, max 5

Dual Weapons: Causes the phantasm to be two weapons with the same stats instead of one. Can only be used on one handed weapons.
-Cost:40pts

Reach: Extends the reach of a ranged melee weapon by 1 square per rank. In addition, this ability allows a free attack at an opponent when closing beyond maximum range of the weapon, with the weapon skill replaced by Reach's rank.

-Cost: 20pts

Phantasm:
General-Phantasms are manifestations of the sheer magical power that the servant can wield, focused in magical miracles. There are two forms of phantasms, custom powers, and recreations of magical powers.

Magic: A servant can spend phantasm points to gain the ability to recreate a magical power from any school. The cost of the ability is 20 times the magic rank of the ability, and the MP cost is double normal.

Custom: Custom powers are usually embodiments of the pure destructive nature of the heroic spirit. Each aspect of the phantasm costs an amount of points to add to the ability itself. Please review all custom phantasms with your GM.

Ranges:

Melee-No cost, requires a melee strike to hit.

Ranged-15pts, requires a ranged strike to hit, 10 square range, each additional 5 squares costs another 10pts.

Line-20pts, requires a ranged strike to hit, 10 square range, 1 square wide and hits up to 2 targets in the range. Increasing the range costs 10pts per 5 squares, increasing the width costs 5pts per square.

Sphere-30pts, opposed phantasm+dex roll vs opponents dexterity+dodge, creates destruction in in a 5 square sphere up to 10 squares away. Each additional 5 squares to the sphere costs 15pts. Affects up to 4 targets.

Damage: Each point of damage costs 10pts, to a maximum of the Servant's noble phantasm.

Targets-Must be line or sphere type to have this. Increases number of targets by 1 per 5pts. If Archer type, can also use this with ranged type.

Special:

Piercing-Each rank reduces the effective endurance of the opponent for the attack by 1.
Cost: 10pts per rank, max 5.

Accuracy-Each rank reduces the opponents dice pool by 1 for resisting the attack. Cost: 10pts per rank, max 5.

Knockdown-If the attack is successful, all targets are knocked prone and must spend one movement to rise.
Cost: 20pts.

Disable-The attack reduces all stats of the opponent when successfully struck by 1 per rank for rank rounds.
Cost: 15pts per rank.

Cost-Cost of a custom phantasm is the total points spent divided by 10, rounded up.

Armor:
General-Armor is an ability only usable by Saber Servants. This is armor that is formed automatically when the Servant is summoned, but can be repressed to look normal in situations. Armor requires an MP cost to maintain, equal to the points spent on it, divided by 10, rounded up.

Defense: Each rank adds 1 to the dodge roll of the Servant, 15pts per rank.
Hardiness: Increases the effective Endurance of the Servant by 1 per rank. 35pts.

Bridle:

General-Bridle is an ability only usable by Rider Servants. Bridle powers deal with the mount or vehicle the servant is using, and generally focus on improving the powers of that ridden mount. Bridles are like phantasms, and must be invoked for them to be effective. Unlike Phantasms, they last for a number of rounds equal to their cost divided by 10. The cost for invoking a bridle is the cost divided by 10.

Strike-When attacking an opponent with the mount, this adds additional damage to the mounts own damage. Each rank adds 1p to the damage caused by the mount.
Cost: 15pts, max 5.

Blast-When the mount strikes an opponent, it causes a blastwave to emerge from the location. Anything nearby must also roll to dodge the blast or be struck as if by the mount itself. The range is a 10m circle with the center at the
original target.
Cost: 35pts, the range can be increased by 5m per 20pts.

Empower-Increases the speed of the mount by double.
Cost: 25 pts.

Overrun-Allows the mount to keep moving after making an attack on an opponent as if they were not there. This allows a bridled mount to strike multiple targets in one round, can not be bought with Blast, and the mount must keep moving in a straight line.
Cost 40pts.

Toughen-Increases a stat of the mount by 1 per rank.
Cost: 15pts per rank.

Masters and Magic

Due to honing their skill on summoning a servant, a master's skill at using regular magic is cut considerably, only allowing half of the magical schools

to be partaken in and only allowing the master to take half of the ‘Magical Circuit’ trait.

Magi/Master Traits

-Magical Circuits (Up to 4 (2 if Master), no more than magical training, allows use of rank 1 spell with no damage if used below 2mp. If the spell is used with more than 2mp, the eventual check is reduced by 2. Must be of a school known) (5 per)

-Physical Training (The Magi has spent time refining their body to reduce the harmful effects magic can have on them. When checking for damage after a spell is cast, reduce the total by the amount of this trait, max 3) (6 per rank)

-Skilled Hero (Can only be taken if the servant has a skill at 11, servant gains an additional ability equal to a rank 1 noble phantasm, purely from the servants skill)(3pts)

Burial Agent

Agents of the Roman Catholic Church tasked to kill any Demon, rogue Magi, Dead Apostle, or any heretic to the church, the faithful Burial Agents are forces to be reckoned with, with their signature Black Key blades and their specialized Scripture weapons. This archetype costs 2 points to pick up.

Black Key

Black Keys are a minor miracle that all Agency members learn to materialize when they are trained. They manifest as short swords with a black hilt, and are created by the Faithful projecting their prana through a focus, usually pages of a Bible. The Black Keys can be used as a melee weapon in the form of a one handed sword, or as ranged weapons via throwing, as they are perfectly balanced. (When used as throwing

weapons, they are 1power+1/4str, rounded down). An Agency member can create as many keys as their total Faith score. The Keys have a special attribute when used against mystical based creatures (dead apostles, mystic and mythical beasts, servants, etc), in that when they strike them, the user can opt to leave the key in the target. They can not be removed except by the wielder, and as long as they remain in the target, their endurance is reduced by 1 for every key inside them. This allows for Agency members to reduce the power of foes to the point where they can kill them by other means, if not purely by the Black Keys. An Agency member can create Keys at will as a free action, and destroy ones that have already been created at will as a free action.

Scripture

The Scripture is the other most important tool of a Burial Agent, the scripture is a weapon created as part of the creation of the Burial Agent character. The scripture, being created with the character is unique to the character being created. They have lots of different options for being customizable. Inside the spreadsheet you choose the different traits for the scripture and manually do the calculations for the costs and skills of the scripture. The scripture upgrades are displayed below.

Basics

These abilities adjust the basic characteristics of the Scripture weapon.

Damage: 15 points per rank, max 5, adds 1p to the weapons damage.
Range:: Only for ranged and ranged melee weapons. Increase the basic range by 1 square per point spent.
Hone: 20 points per rank, max 5, adds 1 to the die roll when using the weapon to attack.
Dual Weapon: The scripture is itself two different weapons, and can be used in each hand. The stats apply to both weapons. Cost: 30 points.

Strikes

These abilities are called upon abilities in the relic itself. They use up one scripture point per use.

Faith Strike: Adds the users faith score to the weapons damage for one strike. Must be declared before the strike, and whether or not the strike hits or misses, the point is used. Cost: 25 points

Circuit Break: This strike is designed to sever a targets connection to their innate magical abilities, and as a side effect, to the magic of the world around them. The strike itself costs one Scripture Point, and if it hits the target, the target must roll their magic store against the Agency member's faith score. If the agency member wins, the target can not access any abilities that require the use of MP. For Servants, this also means that their noble phantasm is temporarily dismissed. Lasts a number of rounds per hit above the opponents hits. Has no effect on characters without the magic stat. Whether or not the ability works, the SP is used. Cost: 30 points.

Penitence: This strike is designed to cripple the target it strikes, no matter what their heritage. If the attack hits, the target receives a penalty to all rolls equal to the users faith. The SP is used whether or not the strike hits. This effect does not stack, and is reduced by one per round until gone. Cost 20 points.

Soul Key: This strike is designed to weaken the overall targets resistance to further attacks. If it hits, it lowers the targets endurance (to a minimum of 1) equal to the users faith. The SP is used whether or not the strike hits. This effect is reduced by one each round, until gone, and does not stack. Cost: 35 points

Shock: This strike actually creates a wave of force from the target it initially strikes. Any beings within 10m of the initial target must also roll dodge and dexterity if the original target is hit to avoid being struck by the same force. The damage is halved (rounded down) for the additional targets. Cost: 40 points.

Spiritus: With this strike, the wielder releases all of the scriptus points left in the weapon, and commands the accumulated energy to strike their targets. The energy does damage equal to the wielders faith, but ignores any armor on the target and can only be avoided by dodging. Each point of spiritus can be commanded to target a different individual. Cost: 35 points.

Affinity
Affinity is the nature of the weapon, and what type of heretics it is designed to slay. Each affinity gives the weapon a bonus to damage and all rolls against targets of that type. For each affinity, each rank costs 10 points. A weapon can only have one affinity. Max rank is 5.

Walking Dead: Dead Apostles, True Ancestors, Ghouls, Dead.
Spirits: Ghosts, Phantasms, Wraiths, Servants
Mystic Beasts: Unicorns, Pegasus, Cockatrice, Naga
Demons: Oni, Faeries, Sidhe
Demon-Blooded: Any humans with demon ancestors.
Magi: Any humans with magical abilities.

Manifest
This is a special ability unique to a select few scriptures. These items can transform themselves into actual walking beings, and as such have a sentience all their own. Sometimes these abilities lie dormant until the scripture finds a worthy wielder, or until the current wielder becomes worthy. When the scripture gains the manifest ability, whether at creation or later on, the stats for its physical form must be drawn up. The player is allowed to spend one half the total points of the scripture on its physical manifestation, skills, and abilities. For all purposes, treat the scripture as a faithful character (does not need to purchase the attribute), with max stats of 6. The scripture when manifested can either wield a weapon or use its own natural abilities (depending on its form) and the weapon is a manifestation of itself, thus has the same abilities and general nature. Obviously, while Manifested, the scripture can not be used by its wielder until it is returned to normal form. Manifestation costs 2 SP. If the scripture

is slain while manifested, it returns to weapon form, but will remain inert for one week while it recovers.
Cost: 100 points.

Defensive Abilities
These abilities are used by a scripture to defend its owner and boost their allies to aid in combat. Unless stated otherwise, these can only be acquired by a non weapon scripture.

Hymn
The scripture produces heavenly music that uplifts and supports the user and their allies. For rounds equal to the rank in this ability, the scripture produces music that gives a bonus equal to the users faith to all rolls to all allies within 10 squares. This requires 1 SP to activate.
Cost: 10 points per rank, max rank 10.

Distortion
The relic itself creates a constant distortion field around the user when they desire, aiding them in avoiding the attacks of foes. For each rank of this ability, add 1 dice to the users dodge rolls.
Cost: 20 points per rank, max rank 5.

Absorbtion
The scripture allows the user to innately absorb more damage than one normally could. Whether this takes place because the item itself is a piece of armor, or a magical field that absorbs the damage, this allows the user to ignore one point of damage per rank.
Cost: 50 points per rank, max rank 2

Alternate Shape
This ability allows the user to ‘activate’ their scripture, causing it to absorb into their body, and granting them a temporary alternate form. To activate the ability, the user spends 2 SP, and it lasts as many turns as the user’s faith. The changes that can be acquired upon the shapechange are listed below.

-Stat boost: A stat is increased by one. 5 points, can not be used on one stat more than three times
-Natural weapons: The user gains weapons in the form, attached to their body. These can take many forms, but do 1P+Str, and can be either ranged or melee. 15 points.
-Flight: The user is granted wings in their alternate shape. 20 points
-Regeneration: The user regains a wound box every two rounds in combat. 30 points
-Holy Blood: Whenever the user is struck in melee combat, they deal their faith to the attacking foe as long as they were dealt at least one wound box. 30 points.
-Toughened Hide: For each rank of this, the altered form reduces incoming damage by 1. 25 points per rank, max 2.

Special
These are attributes that do not fit under other categories.

Return: Weapons with this attribute can return automatically to the wielders hand if thrown, dropped, or otherwise lost. The wielder must be within 6 squares of the weapon, and if it is held by another individual, the individual holding it rolls their strength check versus a faith check by the wielder. If the individual succeeds, they hold onto the weapon, if they fail, the weapon flies from their hands. Cost: 25 points.

Aerodynamic: Melee weapons with this attribute can be used as a projectile as well as a melee weapon. This usually means a balanced sword, or a lance that is also a javelin. Best paired with the Return ability. The weapon does its base damage + ¼ strength when thrown. Guns and bows can not gain this attribute. Cost: 30pts

Alternate Form: Weapons with these attributes actually have two distinctly different forms that they can switch between. Highly useful to a skilled Agent, this gives them a lot of versatility in their scripture. The original form of the scripture is still its base, but as a free action the Agent may now convert it into another selected form. When this power is taken, the

alternate form must be selected. This can allow a sword to convert to a bow, a gun, a spear, a whip, etc. Cost: 50pts.

Battleshape: The scripture is an ancient one, and has a Reality Marble suited to its use hidden inside it. When activated, the scripture temporarily transforms anything within a 30 square radius into this battlefield. This field prevents anyone from entering or leaving once activated, though anyone outside will not notice unless they try to enter. The Marble changes the battlefield to its advantage, and thus its wielder automatically gains two additional dice on all rolls while in the Marble, in addition to any positive effects of the landscape.

Example: A bow scripture with a highly mobile owner transforms the landscape into several pillars separated by long bridges. This allows the archer to continue moving and targeting foes as they try to travel across the bridges.

The form of the landscape must be decided when the ability is purchased, and can not be changed afterward. Cost: 200pts.

Alternate Organizations

The catholic church is not the only organization that fields agents. They go by varying names, and have slightly different abilities, but otherwise they work the same class wise. Each of the organizations listed below replace the black keys with another ability.

The Brotherhood

The Brotherhood is an organization that formed in the time of the crusades, mostly to help the local muslim communities fight against the stagnation and supernatural beings that thrived during that time. The Brotherhood has no organizational body, but instead, promising youths are invited for training, and are trained at a central camp, the location a secret. Once trained, they give their oaths to follow the goals of the organization, mostly to destroy those who threaten humanity and to protect the innocent. After

that, they are free to act as they wish, though it is rumored there is an older group of Brotherhood agents who hunt down and reprimand agents who have fallen.

Ability: Holy Flames: The Holy flames ability replaces the Black Keys of the Burial Agents. This ability allows for the user to create a weapon of pure faith. The weapon takes any form the user desires, though they all do damage equal to the user's faith (not affected by strength) with range for ranged weapons equal to Faith x 2. They can create and snuff these flames at will, though usually they keep the same forms for their individual preference. Given their natural ability to create these weapons, a brotherhood member's relic will often be defensive in nature.

The Exorcists

The Exorcists are rooted in the asian traditions of fighting and banishing their local demons. They often focus on sealing the threats away, beleiving the danger to man can never be truly destroyed, but can be hindered and delayed by their efforts. These agents are often trained by local priests, and work for local shrines until they are called upon to perform their duties.

Ability: Warding Papers: The Exorcists rely on these papers to help them seal and detain powerful enemies. They can place these on any flat surface, and can place as many as their faith stat. They do not have to touch the surface to do this, though if they try to attach them at range (by throwing them with a bladed weapon attached, or firing them with a bow), they must make a ranged roll to have them stick in the proper place. Once placed, a paper will connect with any papers already placed. As such, a single paper does nothing, two papers form a line which only affects creatures directly between them, three form a triangle that anything standing within is affected, etc. When placing, the Exorcist decrees the seal to be a ward against a certain kind of creature (spirit, beast, magi, demon, undead). Any of those type in the seals will find their special stat reduced

by the amount equal to the Exorcists' faith. An Exorcist can attempt to 'seal' one specific creature inside a ward that it was designed to ward against, destroying all papers, and forcing an Endurance roll (no double roll) against the number of papers destroyed. If the creature fails, they can not act for rounds equal to the amount that the exorcist beat them by, allowing the exorcist to enact a more permanent seal. Exorcists generally prefer defensive scriptures to help them survive until they can enact a seal.

Burial Agent Traits

Scripture: Character owns a powerful scripture, gifted by the church. Each rank gives 50 points to be used on abilities for the scripture. Can not be higher than the characters faith ranking. Cost: 4 x new rank.

-Keymaster: The character has focused their training on mastering the aspects of their Black Keys and how to summon them. As a result, they can summon twice as many Black Keys than their faith would normally allow. Cost: 3 points.

-Outcast: The character has either strayed from their mission or from the church's orders and has thus been outcast from the Burial Agency. They still retain all their powers and abilities, but are now hunted by other agency members to recover those secrets and put down their comrade. The straying can be as simple as not slaying a target on their list, to striking down a church official that was demon possessed without the church knowing of the situation. Cost: -5 points.

Miracles

Miracles are traits that can be taken by Burial Agents that can be used in various different ways.

Miracle of the Holy Resurrection: The character has been gifted with the true divine right of sacrament. As such, they have consumed holy flesh,

and have gained some of its properties. The character will fully regenerate themselves from fully dead, given enough time. Once dead, the character will return to life in one week, as long as their head is not separated from their body, or their remains otherwise defiled (cremation). They will still be critically wounded at the time, and must heal normally from there. Is considered as 3 miracles towards the faith limit. Cost: 30 points.

Miracle of the Divine Sword: The character has been gifted with eyes and hands blessed by the angel Michael. Whenever the character strikes a foe, if they rolled more 6's with their attack roll than their opponents defensive roll had hits, they cause one additional wound box, even if the attack would cause none. Cost: 15 points.

Miracle of St. Agathios: The character has been gifted by extreme fortitude against wounds dealt to them by those who would oppose their mission. The character completely ignores all wound penalties, and in addition gains an additional wound box. Cost: 20 points.

Miracle of St. Eustace: The character has been blessed as a skilled hunstman, and as such, their Black Keys have additional attributes. When they are attached to a target, their presence is undetectable except by one of significant magical skill (must make a test against the users faith to find notice the keys presence). When the keys are attached, the Agent implicitly knows which direction they lie, and approximately how far away they are. This allows them to track down heretics who have escaped their wrath once already. Cost: 15 points.

Miracle of St. Denis: The character has struck out their own eye and replaced it with a minor scripture in order to better see their foes. This eye is a solid black marble surface, and usually hidden by an eyepatch or other garments. The agent can use their awareness when looking at non human beings or magi in order to get a gauge of their character as well as their power level. The target can resist this intrusion through a Magic roll, innate abilities (magic resistance, assassin servants innate abilities), or a Charisma check if they have no magic stat. Cost: 15 points.

Miracle of Sanctification: The agents own body courses with the sanction of the church, and as such they are able to sanctify areas to help them in their battles. The Agent is able to use an ability similar to the boundary field Resistance, in that any targets of a certain class (Magi, Dead Apostle, Mystic Beast, Demon Blooded, etc) that enter the sanctified area lose dice on all rolls equal to the agents faith roll, unless they resist it with a Magic, Magic Resistance, or Charisma check. The area that can be sanctified is equal to the agents faith stat multiplied by 10 in meters radius. Cost: 20 points.

Miracle of Holy Water: The agent's own blood has been sanctified with holy water. As such, whenever the agent is struck in battle, their wounds spray a holy substance that harms heretics. Demon blooded, Demons, True Ancestors, Dead Apostles, and Mystic or Mythical beasts are all that are affected by this, Magi and humans are not harmed. When the individual strikes the agent, they must make a dodge check against the agent's faith score. If they fail, they are damaged equal to the agent's faith score. Cost: 25 points.

Miracle of Lucifer: A controversial miracle, those who take it are seen as following any means to destroy their foes. When the character attaches a black key to their target, in addition to the target losing 1 endurance as long as it is attached, the target also loses 1 die on all roles made as long as the key is attached. This of course stacks if multiple keys are inserted. Cost: 15 points.

Miracle of Uriel: The agent's sight has been gifted by the angel of light, and as such, the agent suffers no penalties when targeting a foe who is hidden by cover or other obstructing mechanisms, such as magic, fog, glass, etc. Cost: 5 points.

Miracle of Gabriel: The agent's voice has been gifted with the attributes of the fabled trumpet of Gabriel. As such, whenever attempting to use intimidation or diplomacy, the character gets an additional two dice to all

checks. In addition, while in combat, the agent can focus their voice into a powerful trumpet blast, which can stun their foes. All characters in the vicinity not prepared (by covering their ears or wearing earplugs) must make an endurance check against the agent's faith check. If they fail, they are temporarily stunned for the difference in the check in rounds. This is a full round action for the character, and can only be used once per three days. Cost: 15 points.

Miracle of Raphael: The agent has been gifted with the legendary healing powers of the angel Raphael. As such, they can attempt to instantly heal a wound on a target. This takes a full round if done in combat, and the character must make a medicine check using their faith as the associated stat. For every hits, the target instantly recovers 1 wound box. This miracle can only be used on a set of wounds once, but once used, the medicine skill can be used normally to heal any remaining wounds. Cost: 20 points.

Miracle of St. Angelos: The agent now recovers an additional 1 Relic point per day. Can be taken twice. Cost: 15 points.

Miracle of the Divine Strength: The agent can now raise their Strength stat to 7. Cost: 10 points

Miracle of the Blessed Will: The agent can now raise their Charisma stat to 7. Cost: 10 points

Miracle of Martyr’s Fortitude: The agent can now raise their Endurance stat to 7. Cost: 10 points

Miracle of Saint’s Wisdom: The agent can now raise their Intelligence stat to 7. Cost: 10 points.

Miracle of Lord’s Lightning: The agent can now raise their Dexterity stat to 7. Cost: 10 points.

Miracle of Prophet’s Clairvoyance: The agent can now raise their Perception stat to 7. Cost: 10 points.

Blooded

The demon blooded are part human, with demon blood entering their bloodline sometime in their ancestry. Their bloodline gives them abilities that surpasses normal human power, but also gives them problems from the mixing of the different blood and the monster living inside of them. This archetype costs 2 points to pick up.

Blood Advantages and Blood Disadvantages

For each rank of the ‘Blood’ stat that you take, you gain 2 Blood Advantages and a Blood Disadvantage. The Blood Disadvantage that you take first must come from the ‘Urges’ section, which displays the deep desires of the monster living within the Blooded. There is no limit on the Blood Advantages and Disadvantages taken after the first one.

Blood Urges

The Blooded’s urge shows the true desires and wants of the demon living inside of the Blooded. When the conditions of the Blooded’s urge is met, the Blooded must roll Charisma + Endurance to try to suppress the demon, only succeeding if the number of successes equal the amount of points the Blooded has in the blood stat divided by 3. If the player succeeds in suppressing the urge, they’re completely fine, but if they fail, they become inverted and they’re at the mercy of the inner demon’s urges. The urge cycle is a set of steps that must be followed for the urge to continue and also gives you the opportunity to break free of your urge for some time. The urge cycle is as follows:

1)Fails check against Urge.
2)Character loses control, and Inverts, and goes to sate the urge.
3)The urge is sated by the characters actions.
4)The character can now make a check to resist the urge again and return from the Inversion.
5)If the check is failed, the character again sates the urge, and returns to step four.

The roll to resist the urge is Diplomacy+Charisma.

Urges

Slayer: The character is from a long bloodline that has slain the inhuman, and has it bred into their soul. If encountering an inhuman being, even if they do not know it, they must start an aggressive action against that being, or they will cause an Urge check. If they fail the check, they will assault the being they encountered, though they will use some forethought if the being is formidable and the character knows it. Failing further checks will have the character continue to hunt inhuman beings, including its own party. A being the character has encountered once already does not trigger this urge. Servants, Dead Apostles, True Ancestors, Mystic Beasts, Mythical Beings, and Demons trigger this urge.

Reaper: The demon the characters family interbred with feasted on human flesh, and the character suffers from the same urges. When encountering the sight of spilled blood, or open wounds in a significant context (A small cut will not cause an urge, a garish gash or an accident scene will), the character must sate the urge to drink blood or feast on human flesh. If the character does not do so, they trigger an urge check. Most blooded with this urge tend to carry supplies of human blood on them from donation banks in case of an urge striking. When a character inverts with this urge, their desires will cause them to kill others in order to sate the urge.

Mystick: The demon the characters bloodline consists of fed on the natural prana from the earth. While the original demons did not harm the earth or need excessive amounts, the urge has transformed their family line into one that desires to feast on magical energies in great quantities. Whenever the blooded encounters a great magical phenomenon (a spell of third rank or higher, a siphon boundary field, any significant relic or scripture) they gain the immediate urge to devour magical energy. This can be as easy as absorbing the boundary field they have stepped into, to willfully provoking a magi to casting spells at them so they get struck by the blast, to even sapping energy from powerful artifacts to temporarily depower them. While not innately destructive, this urge can cause severe harm to the blooded and their companions by making enemies of those they wish to feast from.

If a magic using creature is particularly resistant about using their skills on the blooded, they can feast on their corpse to sate the urge as well.

Mortal: The demon the characters family bred with healed their wounds with the souls of others. While the character may not have inherited this ability, they do inherit the urge itself. Whenever the character receives a wound box (not self inflicted), they must make an urge check, or be forced to find a person to kill. Obviously, the person who caused the wound is an obvious choice, but if the individual escapes or proves hard to kill, it would not be strange for the blooded character to turn on an innocent bystander to satisfy the urge quickly.

Blood Traits

Strong Will: Character is better than most in his family at controlling his own blood. Dice rolls to resist urges are increased by the rank of this advantage Not compatible with Rebellious Blood. Cost: 2p per rank, max 5

Rebellious Blood: Character's blood has a particularly strong will to it. Dice rolls to resist urges are reduced by the rank of this advantage Not compatible with Strong Will. Cost: -2p per rank, max 5.

Lay Claim: The blooded character can mark an item with their blood, and thus know where the object is in general direction and distance. The mark lasts for days equal to the characters rank in Blood. Cost: 2p

Blood Advantages

Resilience: The characters demon blood has gifted them with inhuman Endurance. Their max Endurance is raised by 2.

Iron Strength: The characters demon blood has gifted them with amazing Strength. Their max Strength is raised by 2.

Willpower: The force of will necessary to control ones urges, and to command others. The max Charisma of the character is raised by 2.

Wisdom: The characters mind has a greater capacity than most. The max Intelligence of the character is raised by 2.

Devil's Speed: The characters muscles move faster than anyone would think possible. The max Dexterity of the character is raised by 2.

Perception: The character is aware of things going on that others may miss. The max Perception of the character is raised by 2.

Mage's Bane: The character gains the ability to train themselves in the magic resistance stat. However, the stat can only be raised to 2.

Hard to Bury: The character is tougher than most humans, and is granted an additional wound box. This can be taken up to five times.

Reaper's Vigor: The character is able to recover their health by sating their urge. When the character sates their urge, they immediately recover one box of health.

Invigorating Blood: The character's blood itself is a powerful carrier of their own vigor and resistance to wounds. As such, they can allow a character to drink their blood, and gift them with some of its healing powers. The character rolls their Blood rank, and for every hit, they restore a wound box. Can only be performed once per set of wounds.

Family Weapon: The characters Relic is a weapon passed down by generations of their family, and as such, can have its rank raised after character creation as it gets used to its master. Any attacks made with this weapon gain 1 additional dice on to hit rolls.

Affinity: The characters bloodline has a history of targeting and destroying this particular enemy. Any rolls made against foes of that type are boosted by two dice. Choices are as follows:

Humans (non-magi)
Magi
Demon-Blooded
Demons
Mystic Beasts
Mythical Beasts
Dead Apostles.

Reaper's Will: The characters own blood is an effective tool against those who would do them harm. As such, the character can cause themselves harm with a chosen weapon, instantly causing one box of damage to themselves, and the weapon will cause extra damage equal to the blooded's Blood rank. The effect lasts for rounds of combat equal to ranks of Blood, and can be performed as a free action.

Indomitable: The character is unfazed by their own wounds, and can continue to fight their foes despite horrible wounds. The character ignores all wound penalties.

Wounded Fury: The characters true abilities come out when they realize that the fight is a serious threat to their life. When receiving four or more wound boxes in the same fight, all rolls from that point on are increased by their rank in Blood. If any wounds are healed in the same combat, the effect ends (even if it does not reduce them below four wounds), and the wounds can not be self inflicted.

Blood Blades: The characters own blood is an effective weapon. When invoking this power, the character slices their own wrist open, causing one wound box of damage. The blood spilling from the wound quickly forms into razor sharp blades, that rush towards a target of their choice. Range of 5 squares. The damage of the blades is equal to the Blood rank of the character, and the character rolls to hit with a ranged roll.

Troll's Blood: While not necessarily descendant of that particular demon, the characters blood does have some of the qualities normally attributed

with regenerative beings. Once per combat (or once per hour outside of combat), the character can roll their Blood rank as a full round action. For each hit, the character recovers one wound box of damage.

Demon Hair: Character's with this attribute normally have long hair, and for a good reason. When the ability is activated, the characters hair becomes a crimson color, and acts as a ranged melee weapon with a range of 1 square. When touching an enemy, it ignores any armor they may be wearing, and proceeds to dissolve their body on contact, creating an effect that feels like they are being burned. The target receives damage equal to half the characters Blood rank, rounded down, and the character gains a bonus to their die pools for the next two rounds equal to half their Blood rank, rounded down. This bonus does not stack.

Suffuse: With this ability, the character retains some control over their blood, even after it has left their body. This can be used to lay traps by placing their blood in certain locales. For each square of blood laid for an enemy to stand on, the character receives one wound box. If an enemy stands on the infused area, the blooded can activate their blood, causing painful spikes to shoot from the ground around them. This causes damage equal to Blood rank divided by half, rounded down. There is no avoiding the damage dealt by this ability.

Bloody Aura: The character causes one wound box of damage to themselves by slashing their own throat. The blood spraying from the wound suffuses the air around them, creating an evil aura that hinders the activities of any of the blooded's foes. Any foes receive a dice penalty equal to the characters Blood divided by 2, rounded up as long as they remain within 3 squares of the blooded. The aura lasts for combat rounds equal to the Blood rank of the user. Invoking it is a free action.

Demon's Grace: The character has a supernatural ability to move themselves in ways that defy the laws of physics. The character can move up vertical surfaces at their full movement rate, and suffers no issues with

running along ragged areas, and can jump twice as high as a normal human.

Eyes of the Sidhe: The character has a natural ability to discern supernatural effects and auras in the area around them. This allows them to notice boundary fields, hidden servants, traces of magical phenomenon, and discern Dead Apostles from humans. The character uses Perception + Awareness in any of these checks.

Blood Feud: The characters body works harder to destroy those who have harmed it. Whenever the character receives a wound from a specific foe, they gain one extra die in any attacks used against that foe. This effect is cumulative if more wounds are inflicted. If the wounds are healed in any way, the effect is reduced by a like amount. This bonus can not be larger than the character's blood rank. If wounds the character has are from multiple sources, such as self-inflicted from abilities or the like, wounds that cause Blood Feud are always healed first, in order of most recent, with others healed last.

Simulacrum: The character can create a simulacrum of itself to aid in its current struggle. The character inflicts a series of horrible wounds on itself, causing two boxes of wounds immediately. The simulacrum formed is clearly not the same person, as they are tinted red, but they have all the abilities of the original, with half the stats and skills (rounded down). The simulacrum can only take two wound boxes of damage before being destroyed, and as such, can not use any abilities that cause it to incur a wound box.

Natural weapons: The character's own body can be used as a weapon. These are always melee weapons, and deal damage equal to Blood rank when used, and are treated as a one handed sword in relation to strength. They usually manifest as elongated nails, bone spurs in the characters elbows or heels, or spines along their arms. If destroyed by any means, they grow back, but are rather painful in doing so.

Eye for an Eye: With this ability, the character allows themselves to be struck by an opponents weapon, and in the process showers them with demon blood. The blood causes damage equal to the character's rank in Blood, and is unavoidable. This can only be performed if the opponent is using a melee or melee reach weapon. The weapon gets no bonus from strength to cause the damage, but the blooded must take at least one wound box of damage in the process, and will intentionally take the blow where it will cause enough damage if it would not. The blooded character still rolls dodge and dex to try and reduce the incoming damage.

Blood Iai: With this ability, the blooded focuses their tainted blood into a actual blade of energy and allows them to propel it towards their foes with a melee weapon. When used, this ability causes one wound box of damage, takes a full round, and allows the user to deal melee damage with their weapon at ranged. They will roll a ranged attack against the target (melee + Blood). The attack does the same damage as their melee weapon, including strength bonuses.

Blood Stars: With this ability, the blooded can propel their blood from their form, causing it to hover around them in small red globules. These act as a screen against ranged attacks sent towards the blooded, and for each globule remaining, add a bonus to dodge against ranged attacks. For each ranged attack reduced this way, remove one globule. The blooded creates globules equal to their Blood stat, and it costs one wound to create, and they can not have more than their blood stat at any one time.

Bloodzone: When using this ability, the blooded drain themselves into the ground at their feet, and gain a unique connection to the earth beneath them that aids in their efforts to slay their foes. The ability costs one wound, and the square they are standing on becomes imbued with their essence. While the blooded stands on this square and does not move, they gain a damage and attack bonus equal to ½ their Blood stat. This lasts as many turns as the Blooded’s Blood stat. If the Blooded’s feet leave the ground for any reason, the effect ends. This can include movement, a particularly powerful blow (as ruled by the GM), or dodging. The blooded can still

dodge, but dodging without allowing themselves to move their feet incurs a -5 penalty to all dodge rolls.

Bloody Cartridge: The blooded uses this ability to imbue the scent of death into their ammunition, improving the damage they deal with a ranged weapon. The ability costs 1 wound, and imbues a number of pieces of ammunition equal to the user's Blood stat. This ammunition gains +2 damage and +2 to hit.

Blood Sight: One of the Blooded's eyes has been altered with their own corrupted essence in order to better track and follow targets the character has 'marked'. This only works when using ranged weapons, and imbues the user with a bonus of ½ their Blood stat to hit any target they have previously hit with a 'marking' ability. Marking abilities include: Bloody Cartridge, Blood Iai, Eye for an Eye, Bloody Aura, Suffuse, and Blood Blades, or any other abilities which strike their target with the user's 'essence'.

Corrupt Strike: The blooded pours their essence into their next strike, in an effort to take down a particularly tough target. This costs the user one wound. The attack is imbued with an essence that lowers the target's total toughness roll equal to the user's Blood stat. (aka, if the target has 5 toughness, they roll 10 dice total to resist damage, if this ability is used with a Blood stat of 4, they only roll 6.). If the strike misses, the ability is wasted.

Blood Disadvantages

Schizophrenia: The characters demon side manifests as a completely separate personality. When under the influence of an Urge, or experiencing things that come close to triggering an urge, the character begins to act like a completely different person, usually influenced by their urge.

Odd hair: The characters hair color or design has been affected by their demon blood. Their hair may grow in strange patterns, or come out as a noticeably different color than normals humans may have. Most with this disadvantage cut their hair or dye it to hide the effects, but an Urge will cause the hair to return to its 'demon' shape.

Pains: If the character experiences an urge, or an event that comes close to triggering an urge, the character experiences excruciating pain, usually in the form of headaches.

Hirsute: The character has an abnormal amount of body hair, creating a very bestial appearance.

Teeth: The characters teeth are unusual, usually giving them extended fangs, or an extended lower jaw with tusks. Sometimes blooded with these traits file their teeth to either accentuate the appearance or remove the appearance.

Pigment: The characters skin tends towards one extreme or the other. Either very dark, or very pale.

Mark: The character has a family crest emblazoned as a birthmark somewhere on their body. It is bright enough to be recognizable as not a normal birthmark, and is usually fairly large, hand size or larger.

Nightmares: The character suffers from extreme nightmares, usually relating to their family history.

Otherworldly: The character gives off a strange sense of 'otherness' when around normal people. They don't quite know what is wrong, but they get a distinct feeling something is 'wrong' with the character.

Oddly dressed: The character suffers from a strange urge to leave a part of their body uncovered. It is nothing that would cause problems with law enforcement, but they usually go around in a jacket with no shirt, always in

a skirt even in winter, leaving their shoulders bare, or unable to wear gloves or rings, or shoes.

Animal Enmity: Normal animals generally consider the character offensive. Whenever they come around cats, dogs, or other domesticated or wild animals of the small variety, they generally act as if the character is something to be frightened of. This will not affect larger animals, nor will it cause them to go as far as to attack the character.

Demon Eyes: The characters eyes are of a strange color, usually a bright and unnatural hue, such as red, or a darker one, such as black.

Gaunt: The characters body has many bones that are seen easily below the skin. If looked at closely, one can notice that the bones aren't quite laid out the same way as a normal human.

Tourettes: The character suffers from a problem with muttering to themselves, especially at times when they brush close to an urge. The mutters have something to do with the urge, and usually can cause others to be concerned if they are of the Slayer or Reaper persuasion.

Hallucinations: The character often sees hallucinations relating to their urge, not enough to interfere with their activities, but it can catch them off guard if they get lax.

Trance: When they fulfill an urge, the character slips into a deep trance-like state, where it is hard to wake them from. They will often sleep for up to eight hours afterwards. If they are inverted, they make their check for the next urge when they wake back up.

Restless: Constantly haunted by things in their own body, the character rarely gets a full night of sleep, and is often jumpy from the sleep deprivation.

Odd Diet: The character can not eat a normal variety of food. Instead they must eat very specific meals, or risk becoming sick. This is normally limited to Slayers, Reapers, Magick, and Mort Urges.

Tick: The character has a nervous habit that they constantly do if they are under the influence of an urge, or close to one. This can be as simple as tapping their foot, or clicking a pen.

Color: The character has an unreasonable love for a certain color, and tends to dress all in that color, drive a car of that color, date women with hair of that color, etc.

Dead Apostle

Descendants of the True Ancestors', near immortal beings with large amounts of power, the Dead Apostles are the result of a True Ancestor giving in and drinking the blood of a human. Dead Apostles are what would be considered Vampires. They're stronger than humans, feed from human blood, and are weaker in the sunlight. This archetype costs 5 to pick up, and allows players to raise their stats past the maximum 5 to the new maximum of 8 (This is automated in the spreadsheet.).

Converting Bodies

Dead Apostles can also convert those they drink the blood of, but it's not perfect, there are different levels of conversion for each person that they feed from.

The Dead-Every corpse that does not have potential. Mindlessly follows orders of its master vampire.
Ghoul-1 in 100 becomes a Ghoul. These undead usually spend time around crypts and gravesites, devouring bodies to maintain their own. No memories or free will.
Living Dead-1 in 1,000 can become a living dead. Though weaker than The Dead, they have their own will after having reconstructed themselves fully from a ghoul. They have no memories of their past life.
Vampire-1 in 10,000 can become Vampires. After a Living Dead has consumed enough blood, they begin to regain their own memories, and can now create other Dead. A vampire at this stage is still controlled by their creator's will though, and can only become a Dead Apostle by slaying their master (or having their master die through other means.)

Note, the chart is not an exact representation of every Dead Apostle's life cycle. Some are created through magical means, some have enough potential to skip the Ghoul and Living Dead stages and move straight on to being a Vampire.

Sunlight and Water

Dead Apostles don't die in sunlight like stereotypical vampires. Both Dead Apostles and True Ancestors have an aversion to sunlight as it weakens them and is unpleasant for them to stand in for extended periods of time. They take a 2 dice penalty to actions taken in direct sunlight. What does harm a Dead Apostle is bodies of water. Dead Apostles take a single wound each minute of full immersion in a body of water.

Sonatas

Sonatas are classes of special abilities that further improve the Dead Apostle's strength above regular human proportions. There are different classes of Sonatas and a Dead Apostle can have up to 3, with the first Sonata you gain being your primary one. When picking the Dead Apostle archetype you may pick a Sonata to gain for free and start gaining skills from that Sonata by spending points. The power of different Sonatas and abilities inside of Sonatas vary greatly, but usually rely on your Lineage stat, the main stat for the Dead Apostle. With each new Sonata you learn, you gain maximum BP (Blood Points), which are used to use some sonatas and abilities.

1st Sonata, Free, Max Blood Points: 20
2nd Sonata, 5xp, Max Blood Points: 30
3rd Sonata, 10xp, Max Blood Points: 40

Feeding and Blood Points

Dead Apostles must feed on the flesh and blood of the living to sustain themselves. They can subsist on animals and stored blood, but it is generally not enough to fully quench their needs. When a Dead Apostle feeds on a target, they gain Blood Points, which are used to represent their overall hunger, and used to power some abilities. A Dead Apostle naturally loses two BP per day. If a Dead Apostle ever reaches 0 Blood points, they fall into a feeding frenzy, and will feast on the nearest available target until they return to at least ten points. The value for various types of feeding are shown below.

Small animal (dog, cat, rabbit):	1 BP
Stored Blood (1 pint):	2 BP
Large Animal (Deer, Bear):	3 BP
Human being:	5 BP

Do note, the amounts can vary depending on if the being was fully consumed, varying powers of beings, etc.

Dead Apostle Traits

To the Last Drop: The Dead Apostle has learned to drain every bit of sustenance from an object it is feeding on. The Dead Apostle gains an additional 1 BP whenever feeding.
Cost: 3 points.

Sonata Encore: The Dead Apostle can consider a second Sonata a ‘First’ Sonata and acquire its most powerful ability. Can only be acquired once.
Cost: 10 points.

Hungry: The Dead Apostle requires more sustenance than most. They gain one less BP when feeding Can not be taken with To the Last Drop.
Cost: -4 points.
Sanctioned: The Dead Apostle has managed to get into the good graces of various supernatural institutions, and is not considered a threat to humanity in general. As such, they can contact members of the church or magi associations, and while still have some fears present, won't be attacked on sight. This can be easily lost if the Dead Apostle violates the trust given to them.
Cost: 3 points
Disobedient: The Dead Apostle's blood for some reason does not create obedient servants. Whenever an undead rises from the Dead Apostle's feasting, they will attempt to hunt down their creator and destroy them. Any

talents or abilities that prevents the Dead Apostles victims from rising do not work with this disadvantage.
Cost: -5 points.

Sonatas

Savior
The Savior Sonata is for vampires who try to hide their nature, protect others from their urges, and in general try to stay close to their human nature.

Daywalker: The Savior reduces their penalty for being in direct sunlight by one dice. Can be taken twice.
Cost: 3 points.

Healing Blood: The Savior can feed another individual some of their blood, without infecting them. This powerful infusion will help to heal any wounds in their body. The Savior can infuse up to their lineage in BP into the treatment, with a minimum of one BP infused, rolling a number of dice equal to the BP infused plus Lineage. For every hit, a wound box is healed. Can only be used once per set of wounds.
Cost: 5 points

Refuse Dead: The Savior, if it finds itself unable to resist the urge to feed, can opt to not have the corpse rise as any form of undead, but stay dead and release the spirit.
Cost: 2 points.

Ashes to Ashes: The Savior inserts its own will into a risen dead of any form below Vampire. They roll their own lineage stat against the creator of the undead's, and if they succeed, the undead's body is instantly destroyed and the spirit is released.
Cost: 4 points

Waterborne: The Savior can now much longer in the water before succumbing to damage from the moving surface. The Savior can now remain in water for up to five minutes before receiving it's first wound box.
Cost: 4 points.

Sufficient: The Savior has managed to lower its own need to feed, and gains more sustenance from sources that previously provided very little. The Savior now gains twice as many BP from small animals, stored blood, and large animals.
Cost: 5 points.

Hunter: The Savior has dedicated itself to hunting fellow Dead Apostles and their creations. The Savior gains a dice bonus equal to the rank in this talent when fighting any risen dead.
Cost: 2 points per rank, max 3.

Protect: The Savior infuses its own energy into a person, thus preventing them from being bitten by another Dead Apostle, Vampire, or Living Dead. If any of these attempt to bite the person, they will find themselves burned by the infusion equal to the Savior's Lineage.
Cost: 5 points.

Salvation: The Savior no longer loses BP every day.
Cost: 10 points, must be 1st Sonata.

Leiche
The Leiche sonata is for Dead Apostles who attempt to master Magic. When this Sonata is selected, the Apostle gains a magic stat, dependent on the DA’s Lineage stat.

A Leiche is not limited to schools like a human magi, instead they can select from all schools, at any rank they wish. The limitations being that Leiche cannot select rank 6 or higher magical abilities. If it is their First Sonata, they can select rank 7 and below. Instead of spending MP, the

Leiche spends BP to cast spells. The cost in experience points for the spell is equal to its rank times 2.

Terror
The Terror sonata is for Dead Apostles who focus on their physical body, and wrecking physical harm on their victims. All of the talents from this Sonata focus on further amplifying the already considerable physical prowess of a Dead Apostle.

Natural Weapons: The Dead Apostles natural weapons are now infused by their heritage. When using their bare hands and feet, they deal half Lineage rounded down plus ½ Strength Damage.
Cost: 5 points

Blood Rage: The Dead Apostle consumes some of their own BP up to a max of their Lineage, and improves their battle prowess. Their Strength is increased by the BP infused divided by half (rounded down) and lasts for Lineage rounds.
Cost: 10 points.

Hurl: The Dead Apostle can now introduce their foes to the wonders of flight. With a successful bare handed melee attack, the Apostle grabs their foe, and hurls them towards the nearest obstacle. The target flies at a supernatural speed, and crashes into the obstacle in a rather painful way. The throw can hurl the target up to Lineage x 2 squares from the original throw, and the impact does damage equal to half the apostles strength plus lineage. The landing can be softened by the target rolling their endurance though, reducing the damage by one per hit. The sheer physical effort of the throw causes 2 BP to drain from the Apostle.
Cost: 10 points.

Fel Wounds: The Dead Apostles bare handed strikes can cause serious injury and even death after the attack has ended. After 5 rounds, the target injured by the Dead Apostle must roll an Endurance plus Survival check

against the Dead Apostles Lineage as a difficulty. If they fail, they receive another wound box.
Cost: 15 points, 1st sonata only.

Gaunt Speed: The Dead Apostles body naturally moves faster and reacts more quickly to threats. The Dead Apostle gains a natural bonus to dodge, 1 per rank.
Cost: 5 points per rank, max 3.

Rend: When the Dead Apostle strikes bare handed and deals damage, they have the option to attempt to strike again at their target. This is processed as a normal attack, but does not take up any additional turns or portion of a turn, but does suffer a 2 dice penalty.
Cost: 10 points.

Blood Magi
The Blood Magi Sonata focuses on Blood magic, and furthering the Dead Apostles powers through their ingested energy.

Blood Bolt: The Blood Magi focused their stored BP into a bolt of coherent and focused spiritual energy. The bolt is used as a ranged attack that reduces the target's resist damage roll by an amount equal to half the Blood points infused (rounded up). The bolt deals damage equal to the BP infused. The BP infused can not be higher than the Blood Magi's Lineage stat. Maximum range is 10 squares.
Cost: 5 points.

Maelstrom: The Blood Magi focuses their stored BP into a maelstrom of energy around them. All targets around them within 3 squares must roll their dodge and dexterity versus the Blood Magis dexterity and range. Any targets that fail are dealt damage equal to the Blood Magi's BP infused, but no more than the Blood Magi's Lineage. The BP cost is 5 plus Infused amount, max infused being Lineage.
Cost: 10 points.

Bloody Barrage: The Blood Magi focuses their blood magic into the air around them, creating a torrent of blades. The blades focus on one target, and begin to assault the target one after the other in quick succession. The blades roll using the caster's lineage stat added to their melee skill. The caster determines how many blades will be summoned using their BP infused, but can not summon more than their Lineage. The blades deal damage equal to their Lineage. The Blood Magi can target any person within 5 squares.
Cost: 15 points, 1st Sonata only

Blood-Syphon: The Blood Magi has learned to harness their powers to recover their powers during battle. While not truly feeding, it does allow them to use their powers without tapping into their deep supply of blood. The Syphon is a ranged attack, using half characters Lineage for damage. Damage dealt is doubled and returned as BP to the user. BP gained this way can not go over the user's max.
Cost: 10 points.

Blood Shield: The Blood Magi focuses their own energy into a shield to protect them from blows. The shield is infused with BP to a max of the Blood Magi's Lineage. When the Blood Magi is struck by a blow, the shield absorbs it first, reducing the total damage up to the infused BP amount. If the strike is less than the total amount, the shield stays with the remaining charges. If it is more, the attack continues on to strike the Blood Magi for the lesser amount and the shield dissapears.
Cost: 5 points.

Aura of Fear: The Blood Magi can create an aura of fear surrounding their body, distorting reality and perception of their foes. The Blood Magi spends 3 BP to start the effect, and it lasts for rounds equal to the Blood Magi's lineage. All foes within 3 squares suffer a two dice penalty to all rolls.
Cost: 5 points

Mark of Blood: The Blood Magi hurls a chunk of their energy at a target. When the energy strikes them (ranged attack), instead of dealing damage,

it marks them and makes it easier for the Blood Magi to strike them. The cost to hurl the energy is 3 BP, and the mark lasts for turns equal to the Blood Magi's lineage. As an option to help allies, the Blood Magi can also link themselves with a person using 1 BP, and that person shares this bonus for any marked targets. A Blood Magi can link as many people as their Lineage stat. The bonus to attack rolls is half Lineage, rounded down.
Cost: 10 points

Puppeteer
The Puppeteer is a master of controlling the dead they create via sucking the blood from the living humans around them. Puppeteers are better able to control the dead they create, and create a veritable army of undead. Normally a Dead Apostle can only control as many servants as their lineage, where a Dead is a half point, A ghoul is a point, a Living dead is 2, and a Vampire is 3. The Puppeteer Sonata allows them to further these talents.

Puppet Master: This talent allows the Puppeteer to increase the amount of dead they can control. 1st rank doubles the amount the Puppeteer can control, second rank triples it.
Cost: 5 per rank, max 2.

Dead Potential: This talent allows the Puppeteer to look over a crowd of humans, and see which ones have the potential to become ghouls, living dead, and vampires.
Cost: 5 points

Subvert Potential: Sometimes a Puppeteer just wants another mindless slave. As such, with this talent they can forcibly reject the talent in a body that allows it to become something more, forcing it to rise as a member of The Dead.
Cost: 5 points

Empower Dead: The Puppeteer can infuse some of their own Blood Power into an undead, gifting it with further abilities. The undead gains a

temporary stat point in all stats for every 2 BP that is infused. The Puppeteer can not infuse more than his Lineage. The infusion lasts for hours equal to the Puppeteers Lineage.
Cost: 10 points

Gather: The Puppeteer can command its followers to bring it donations of blood and flesh. This allows the Puppeteer to focus on pursuits other than feeding. A member of The Dead will collect 1/2 BP per day, A ghoul can collect none, A Living Dead can collect 2 BP, and a Vampire can collect 3 BP.
Cost: 15 points, 1st Sonata only.

Call: The Puppeteer can now communicate to its minions over vast distances. The psychic connection is extended, and the Puppeteer can send telepathic commands to minions in entirely different countries, though the minion can not respond.
Cost: 5 points.

Feralis
A Dead Apostle that has the Feralis Sonata is able to control the deceased bodies of the animals it feasts on. Any animal a Feralis feasts on become part of its body, and it can reform them at will to perform tasks. Any animal slain during the course of its tasks or summoning is lost and another must be consumed.

Control: An essential talent, this allows the Feralis to control as many animals as its Lineage stat. The first rank allows the Feralis to absorb up to its rank in Lineage in small animals, or half that in large animals. Rank two doubles that amount, Rank three triples that amount.
Cost: 5 points per rank, max 3.

Swarm: The Feralis suddenly recreates every animal that it has consumed, and uses them to attack a foe. This attack relies on the Dead Apostles ability to control their minions and their heritage, and as such is a ranged attack roll with their Charisma and Lineage rolled to hit. The target receives

damage equal to one half the total familiars set loose if it is hit. This costs BP equal to the amount of familiars released.
Cost: 15 points, 1st Sonata only.

Gnash: The Feralis uses a group of animals or a single large animal as a single attack against a foe. The Feralis must possess at least one large animal, or 4 small ones to use this ability. It costs 2 BP, and deals Lineage plus the Animal's Strength damage to a foe as a melee attack.
Cost: 5 points.

Independent: The Feralis can let loose an animal to attack on its own independent of the Feralis's control. The animal attacks as normal and does normal damage to a foe, but also provides the Feralis and allies a bonus to all rolls equal to as many animals are harassing the target. Costs 1 BP per animal released.
Cost: 5 points.

Mystic: The Feralis can now absorb Mystic beasts as well as normal animals into its body. Any Mystic beast absorbed takes up the Feralis control value equal to its rank. Any usage in other abilities depends on its individual stats.
Cost: 10 points.

Resilience
The Resilience Sonata is focused on talents aimed to keep the Dead Apostle alive. These include various defensive moves, regeneration, and toughening of the body.

Reform: The Dead Apostle can completely reform itself after suffering a fatal wound. The Dead Apostle must have at least 10 BP before dying in order to achieve this feat. The Dead Apostle reforms 1 combat round after it is killed, and returns heavily wounded.
Cost: 15 points, 1st Sonata only.

Rapid Healing: The Dead Apostle can heal its own wounds quickly filling the gaps in its body with BP. The Dead Apostle must spend 5 BP per wound to recover it, and it must take a full round action for each wound.
Cost: 5 points.

Mystic Form: The Dead Apostle has reached a power level that allows it to ignore most mundane weapons. Any regular weapons, or bare handed attacks can not hurt the Dead Apostle. Massive trauma can still cause wounds, as well as any relics, scriptures, noble phantasms, or any Blooded talents. Any attack that deals 2 or less damage from mundane sources (after endurance roll) is entirely nullified.
Cost: 10 points.

Undead Vigor: The Dead Apostle's body has adapted to the full advantages of being undead. As such, the character ignores all wound penalties.
Cost: 10 points.

Undead Structure: The Dead Apostle's body is now able to take more damage overall and survive more greivous wounds. Each rank adds an additional wound box to the characters max.
Cost: 10 points per rank, max rank 2.

Lunar
Lunars embrace their potential as rulers of all that lie beneath the moon. Advantages in this field generally increase the innate powers of the Dead Apostles nature.

Feed: The Dead Apostle now gains twice as much sustenance from devouring the flesh of humans, and gains 10 BP per human that is consumed.
Cost: 10 points.

Dayrest: The Dead Apostle is now able to recover a small amount of BP by sleeping during the day in the arms of Mother Gaia. The Dead Apostle can

bury themselves in the ground, or in a coffin filled with soil, and will regain 1 BP for the day, instead of losing one.
Cost: 10 points

Lunar Affinity: The Dead Apostle now gains bonuses to their abilities while under any moon except new. Each rank adds 1 dice to all abilities while under the light of the moon. Note, a new moon does not give any bonus.
Cost: 5 points per rank, max ranks 2.

Moonblade: The Dead Apostle can create a blade from the pure energy of the moon. The Moonblade can only be created at night, and not if there is a new moon. The blade itself does Lineage + ½ Strength damage, and lasts until daybreak. Costs 5 BP to summon.
Cost: 15 points, 1st Sonata only.

Lunar Link: The Dead Apostle has trained themselves to use the energy from the moon to improve their own body. While under the light of the moon, as long as it is not a new moon, they gain a point to one stat they pick when this ability is selected.
Cost: 10 points.

Änderung
This Sonata focuses on altering the Apostles own form into more terrifying or useful forms. Each ability on this list is its own change, but an Apostle can only maintain as many changes in its own form equal to ½ its lineage rounded down (aka, a dead apostle with lineage 5 can only maintain 2 changes). Activating a change requires 2 BP to enact the change in the body, releasing it costs nothing.

Wings: When activated, the Dead Apostle can fly at half their normal movement speed.
Cost: 10 points.

Claws: Adds 2P to any bare handed strikes from the Dead Apostle.
Cost: 10 points.

Dragonhide: Adds 2 Endurance to any rolls to resist damage as the Apostle's body stiffens with thick scales.
Cost: 10 points.

Mist: The Dead Apostle can become incorporeal, a large white mist approximate to their own size. It can move through porous surfaces, but is difficult to maintain. For each round held, the Dead Apostle spends 2BP.
Cost: 15 points.

Bestial: The Dead Apostle's form ripples, and becomes an amalgamation of a beast form and their human form. This form comes with increased strength and speed, but is difficult to maintain, costing 2BP per round. While maintained, the Dead Apostle gains a bonus of 2 strength and 2 dex.
Cost: 15 points.

Animal Form: The Dead Apostle shifts entirely into an animal form. This form normally takes the shape of a medium sized animal. While in this form, the Dead Apostle gains all the stats of an animal, but if any wounds are taken they revert to their normal form.
Cost: 10 points.

The Slayer: A form defining the pure hunger, anger, and destruction inherent in a Dead Apostle's existence. Their form warps grotesquely, enhancing their abilities and making them a force to behold on the battlefield. The Dead Apostle gains +3 to two stats of their choice, and +2 to one skill of their choice while in this form. This form is very difficult to control and hold, and doing so requires 5BP per round. Does not stack with Bestial.
Cost: 20 points, First Only.

Elongated Limbs: The Dead Apostle's limbs can now stretch in a disturbing show of bendable flesh. This gives the Dead Apostle 1 square reach with melee attacks, and if they already have a reach weapon, its reach is increased by 1 square.

Cost: 10 Points.

Animal Legs: The Dead Apostle's legs shift and alter to new shapes that aid in faster movement. The Dead Apostle can now move 2 more squares per movement.
Cost: 5 Points.

Acidic Blood: The Dead Apostle converts their own blood into a caustic substance. Whenever they are struck, it sprays to strike the target back, the dead apostle rolls lineage vs the opponents dodge/dex, and if it hits, it deals lineage damage.
Cost: 10 Points.

Dark Weaponsmith
This Sonata allows the Dead Apostle to focus on using their innate abilities to imbue powers into a weapon of their choice. This allows for a Dead Apostle to improve weapons they hold, though only they can use the abilities inherent in the weapons they improve. Due to the simple nature of these talents, this only works with melee weapons.

Mark: The Dead Apostle marks a weapon as their own. This prevents the weapon from being used by anyone else, as the innately foul nature of the weapon from this point on causes a sense of dread and unease, seriously hampering anyone's attempt to use it, and at stronger ranks it will openly rebel against anyone who attempts to use it other than its owner. When a weapon is Marked, it gains its own Blood Point reserve, standard weapons start with 10 points, and for each rank of 'Relic' they have they gain another 5. It costs 1 Blood Point to Mark a weapon. A Dead Apostle can transfer blood from themselves to a relic at any time, but they can not do the opposite.
Cost: 5 Points.

Ancient Lineage: The Dead Apostle has found out how to 'cheat' the typical system of how ancient weapons gain power. Instead of using their weapon constantly and having it gain power over time, they instead can infuse a

portion of the acquired essence they have into it, causing it to gain that power instantly. The Dead Apostle must fill the weapons Blood Point Reserve to max in order to use this ability, and in addition spend 5xp. A relic can not be raised above ½ the Apostle's Lineage stat (rounded down).
Cost: 10 Points.

Spike: The Dead Apostle's weapon has gained a bit of life on its own, and when it strikes foes, it will literally grow spurs that further add to the injury. To add this ability to a weapon, the Dead Apostle must spend 15 Blood points from the weapons reserve. Whenever the Dead Apostle strikes a foe, they can choose (before Endurance is rolled) to have the weapon grow spurs. This adds another point of damage, but costs 2 BP from the weapon's reserve.
Cost: 10 Points

Blood Drinking: The Dead Apostle's weapon has become naturally blood thirsty, and will drain blood from foes that it slays in combat. When the Dead Apostle kills any foe it could drain blood from, the weapon gains ½ the amount of BP that would be gained from drinking its blood to its reserve. This ability costs 10 BP from the weapon's reserve to add.
Cost: 10 Points.

Phantasm: The Dead Apostle's weapon has absorbed so many souls that it can distort the fabric of reality itself. This can only be used on a rank 5 relic, and it costs 60 Blood Points to add it to the weapon. This ability takes 15 BP from the weapon's reserve, and an area equal to 5 x Lineage in squares is suddenly converted to a dark and decrepit landscape, befitting the weapons nature. Any foes of the wielder gain a penalty equal to ½ lineage while in this area, and in addition, it allows the Apostle to use any abilities that cost BP, whether on the weapon or from other Sonata's, at will with no usage of points. Each turn this is maintained, costs another 15 BP from the weapon's reserve. The Dead Apostle can choose to exempt allies from the fields negative effects.
Cost: 25 Points, 1st only

Afterimage: The Dead Apostle's weapon has started to glow with a dark ruby hue, and whenever it is swung, it leaves behind a bloody afterimage. Unfortunately for those it fights, the after image is actually a spiritual copy of the weapon itself, and has a chance to strike and cause additional damage. This ability costs 40 BP to add, and in order to be used, must be activated and maintained (4 BP per round). When swinging the weapon and striking a foe, the Dead Apostle immediately makes a follow up attack at half the dice of the original roll (rounded down). This follow up strike, if it hits, does half the weapons damage rounded down, but no more than the Dead Apostle's Lineage.
Cost: 15 Points.

Magitek

With the evolution of technology, it was completely expected for at least one person to try fusing the bastions of magecraft and technology together to create a new tool. What people didn't expect is just how efficient it is. In the new generation Magitek has been showing up more and more frequently, to varying degrees of success. This archetype costs 10 points to take.

Magic Circuits

Contrasting the magic circuits found in the body of Magi, Magitek Circuits are loops of magical energy that, while being unable to affect anything outside of the circuit, they can power magic related items and systems to make them more powerful. You get a Magic Circuit for every even level of your Technology stat. You can change which circuits power which items on the fly, but only once per round and at the beginning of the round, before action of movement. Magic Circuits have 2 actions, where they can power an object directly to make it work, or to burst the circuit, making it unusable for a day, but being able to use something bigger than that circuit could have powered by itself.

Magitek Systems

Whenever you level up your Technology stat you may gain one of 2 kinds of magitek system, a regular system, which is something that is directly powered and works as a tool when powered by the magic circuit, or a subsystem, an addon to regular systems that can make them more powerful or alter their effects.

System Upgrade

System Upgrade: This is the process by which a major system is upgraded to improve its overall performance, usually by replacing the system with a 'version 2' so to speak. This can be applied to all major systems excluding body (Coat, Shield, Rifle, Bow, Blade). This option is not available until the

user reaches Tech 5, does take a system choice, and can only be picked once. When a system is upgraded, its base bonus is doubled, and it gains another magical circuit that can be activated. If both circuits on the system are activated, the activation bonus is doubled. In Example: A Blade (+1P Base, +2P activation) is upgraded. It is now +2P base, can be activated once for an additional +2P to damage, or can be activated twice (using two circuits) to get +4P to damage.

Note: If any system increases the users Endurance, it will not increase their number of available wound boxes.

Systems

(A) Notates a skill that must be activated to use at all, (B) Notates a skill that must blow a circuit to be used.

Magitek Blade: The premier tool for Magitek agents who prefer to be up close and personal with their talents. The blade itself can take many forms, but usually looks like a large piece of metal with a blade attached, the various mechanical parts not really allowing it to resemble any old school medieval weaponry. Can be one handed or two handed. On its face, a Magitek blade is a standard weapon with 1P in additional damage when used in combat due to its exquisite craftsmanship. If a circuit is used to activate it, the blade begins to glow with magical energy, and gains an additional 2P damage as subtle circuits within the device improve its performance. If the user decides to, they can blow a circuit on the Blade, causing its damage to improve greatly, increasing damage equal to the Tech stat, for an amount of rounds equal to their Tech stat.
Subsystems-
-Elemental Edge(A): This subsystem, when installed in the blade, mimics one of the elemental effects of a Magi's spells. In effect, this can either mimic Sear (reduces Endurance equal to Tech, reduced by one each round until gone, does not stack), Slow (reduces dodge rolls equal to Tech, reduced by one each round until gone, does not stack), or Shock (reduces attack rolls equal to Tech, reduced by one each round until gone, does not

stack). This feature must be activated for it to take effect. This can only be acquired once per blade, and will only work for one effect (chosen when the subsystem is selected).

-Propulsion(B): This subsystem installs a series of small vents onto the blade. While innocuous at first, when the user decides to blow a circuit to power it, it can create quite a bit of danger for foes. When used, the blade propels the user forward by the jets, charging to strike at a foe. The foe must be in a straight line from the user, with no obstructions in between. The user can charge up to the distance in squares equal to their Tech, though they can charge less if they desire. For each square they charge, they add 1 damage and 1 dice to hit. They end up in the square directly past the foe, slicing through them during the charge.

-Emit(A): This subsystem powers the blade of the weapon with magical energy, and allows them to create waves of energy by swinging the blade. The circuit takes time to power up and recharge, and as such, after activated, the attack can not be used till the next turn, and can only be used again after a round to recover. When using the blade like this, they use their ranged skill and dex, and the energy blade deals Tech damage.

-Honed Edge: Less of a subsystem, more of a refinement to the blade. By subtly increasing the internal workings of the blade and honing the edge, the blade is far more likely to cause damage. If the attack roll rolls more 6s than the opponent has hits, it deals an additional wound even if the total damage was reduced to 0 through endurance.

-Gravity Balance(A): This subsystem is a series of small engines in the blade that help to balance the large weapon, and allow it to be swung much faster than one would expect. When activated, it increases the attack roll by two, and when blown, it increases the attack roll by the users Tech stat for rounds equal to the Tech stat.

Body: The body system is the only one that all Magitek users start with. This system is the reason their abilities work, including the surgically

implanted plugs and veins that help to funnel their circuits into the devices they use. This system can be further modified by other implants in order to increase the Magitek users body performance...all through surgery, of course.
Subsystems:

-Dermal Plating(A): The Magitek user has had several small malleable plates inserted into their skin. These plates can move around under the skin painlessly, and protect the user from incoming attacks. When Active, they boost the user's Endurance by 2. When Blown, they increase the user's Endurance by Tech for Tech Rounds.

-Strength Grafts(A): Thick fibers have been grafted to the users arms, powered by magical circuits. When Active, they boost the user's Strength by 2. When Blown, they increase the user's Endurance by Tech for Tech Rounds.

-Reflex Enhancers(A): A set of small circuits implanted in the user's adrenaline nodes. When activated, the user gains a rush of endorphins that make it seem like time is slowing for them. When Active, they boost the user's Dex by 2. When Blown, they increase the user's Dex by Tech for Tech Rounds.

-Perceptive Sensors(A): These small nodes implanted on the users skin act as active sensors when powered, increasing auditory and visual sensation and feeding it to the mind. When Active, they boost Perception by 2, when Blown, they increase Perception by Tech for Tech Rounds.

-Experimental Engine: A risky enhancement, this system improves the reliability and power of Blown circuits. When Blowing a circuit, the user acts as if their Tech stat was 1.5x higher than it actually is (rounded down). However, due to the unstable nature of the engine, this causes the user some damage, and each time they blow a circuit they immediately suffer one wound box.

-Hardened Knuckles: The ‘teck user that chooses this system installs a series of hard metal plates on their fists. These allow the user to deal 1p+1/2 Str whenever attacking bare handed. If the user opts to activate the circuit, it charges these surfaces, and amplifies the damage, allowing them to deal 1p+Str. If Blown, the user deals Tech + Str for Tech Rounds.

-Heel Springs: These struts installed in the users legs allow for faster movement and speed on the battlefield. Normally, they add 1 square to the users movement. When Activated, it increases by an additional 2 squares. When Blown, they add Tech squares to the users movement for Tech rounds.

-Emergency Repair(B): This system comprises of a series of artificial fibers laced throughout the user’s body. When activated with a burst of power, they lace together the user’s major wounds. When the circuit is blown, the user rolls their tech stat, and regain a wound box of damage for every hit.

Coat: The Magitek coat is a generic term for any outerwear enhanced by technology. This can take the form of anything from a pea coat, to a trench coat, to a leather jacket. In general, the systems on the coat provide the ‘teck user with defensive enhancements to further their survivability. The innate nature of the coat adds 1 to the user’s endurance, protecting them against potential harm and adverse climates. When activated, these systems improve and add an additional +2 to Endurance. When Blown, the coat increases Endurance by Tech for Tech Rounds.
Subsystems:
-Whip(A): This system embeds a series of long thin whips inside the coat. When activated, the whips protrude outward, and the ‘teck user can use them to attack a nearby foe. The whips act like a melee attack, using Melee + Tech to roll, and deal damage equal to 1P+1/2 Tech (rounded up). The user can also blow a circuit into the Whips, which causes them to instantly make an attack against all enemies in melee range. Incompatible with Pod.

-Pod(A): This system embeds a small mechanical pod attached to a cord under the coat. When Activated, the pod floats up, and protrudes a barrel to

target foes. The ‘teck user can use this pod to target and fire at nearby foes. The Pod acts like a ranged attack, using Ranged + Tech to roll, and deals 1P+1/2 Tech (rounded up), with a range of 5 squares. The user can also blow a circuit into the Pod, which causes it to rapidly target as many foes as ½ the user’s Tech stat (rounded down) and make an attack against all of them, though it can not target one foe more than once. Incompatible with Whip.

-Defensive Coating(A): This layer of plating on the coat adds further protection to the user. When Activated, it reduces all incoming damage by 1, before the Endurance roll. The user can also choose to activate the reactive defense for the coat. This will cause the next attack that actually strikes the user to deal no damage, but blows a circuit when it does so.

-Glider(A): With this subsystem installed, the coat of the ‘teck user has been embedded with small mechanical supports and a series of propulsion devices. When activated, the struts harden out, creating a glider-like mechanism. This allows for the user to glide for half their movement speed per 2 squares that they fall, and land without harming themselves as long as they maintain that rate. When a circuit is blown, the propulsion systems are activated with enough power for sustained flight, allowing the user to fly at half their movement speed for Tech rounds.

Shield: This defensive plating is gripped in the ‘teck user’s offhand, and provides them with several defensive bonuses. It can take many forms, but it can not be used with any two handed weapon. When used normally, it adds 1 to all dodge rolls to avoid enemy attacks. When activated, it adds an additional 2 to all dodge rolls. When Blown, it adds Tech to the dodge roll over Tech rounds.
Subsystems

-Anti-Magic Field(A): This subsystem when installed on the shield, contains the essence of a magical dead zone. When Activated, it gives the wielder the equivalent of a Magic Resistance stat of 2. When Blown, it gives the user a Magic Resistance stat of Tech for Tech rounds.

-Spike: This subsystem installs a bladed edge onto one part of the shield, allowing it to be used as a weapon in combat. When used, it deals 1p+1/4 Str damage to the foe, and can be used at the same time as the main handed weapon if the user has the appropriate trait and takes the appropriate penalties. This system can also be Blown, which causes the spike to launch from the shield and attempt to strike a foe within 6 squares. The user rolls Tech + Ranged, and if it strikes, it deals no damage, but instead reels the target (or the user, depending on which is more resistant) towards the other. The two are stuck within melee range of each other, and must make opposed strength rolls to move if the other chooses to not allow it. The user can opt to release the spike at any time, but the foe is allowed to roll their strength each round. The hits from the strength roll tally until it meets the user's Tech stat, upon which the target breaks free.

-Cover(A): This system includes a complex series of targeting algorithms and predictive analysis modules. When activated, the user picks an ally, and skips all move actions until they deactivate the system. The system constantly moves them alongside their chosen ally, though if the ally moves faster than the user can, the system is disconnected. When an opponent attempts to strike their ally, the system automatically interjects the user between the ally and the strike, and applies the users dodge/dex roll (at a -2 penalty), and works normally if they are struck by the foe. The user can also use this system by Blowing a circuit, giving a bonus to a chosen ally equal to their Tech stat for all dodge rolls.

-Reflect(A): This system incorporates a fairly complex system into the shield, allowing for reflection of supernatural energies. When the user is attacked by a ranged magical attack (not including sphere attacks) that originates from a source, the user can opt to try and reflect it back towards the source. The user rolls their Tech + Dodge, at a -2 penalty. If they succeed, they bounce it back, using their total hits (not net hits) against the foe who used the attack. They get their own dodge/dex roll to avoid it, but if they fail, they are struck by their own attack.

Magitek Bow: The modernization of bows has always been a fascination among the archery community, with many debates about whether old fashioned or newer bows are more ‘true’ to the art. No one can discount the power of a bow that uses Magitek technology though. This bow is often an amalgamation of old and new, sometimes using such diverse elements as old growth wood, mixed with complex systems and computers to funnel magical energy into the strikes. At base, the bow acts like any other, with a 1P bonus to its damage. When Activated, it gains an additional 2p to damage. When Blown, it gains Tech damage over Tech rounds.
Subsystems:

-Targeting Systems(A): These are a complex set of mechanisms set into the bow’s front. When activated, they automatically aid in aiming at the user’s designated target. When activated, the user gains +2 to attack rolls, and when Blown, the user gains Tech to attack rolls over Tech rounds.

-Volley(B): This system installed in the bow allows for it to create a sudden burst of magical energy that take the form of multiple arrow-like objects. The user then fires them upward, where they rain down upon their foes. When Blowing a circuit, the user can attack up to Tech enemies instantly, rolling ranged + dex once, though each enemy gets their own defensive roll.

-Debilitate(A): When this system is active, each arrow the user puts into a foe courses with destructive energy. When an enemy is struck by an attack, even if it deals no damage, the enemies endurance is reduced by 1. The penalty is reduced by 1 for every two rounds, and can be increased by subsequent attacks, up to the user’s Tech stat. The user can also Blow a circuit, and their next strike will cause an instant endurance penalty of Tech, reduced by 1 per two rounds. If the attack misses, the ability is wasted.

-Unerring Shot(A): This ability further enhances the targeting system of the bow, to the point where it is not necessary for the user to even see their opponent. When attacking, the user does not need to see the foe, and their attacks will turn corners to strike them. This will not allow them to attack

foes in enclosed spaces, and they must still be within range, each change in direction will remove 2 squares from the total range. The user can also Blow a circuit, firing a regular attack that will unerringly hit their foe, ignoring dodge rolls. The attack gains no bonus from hits made over the opponents dodge roll though.

-Recurve: This system is a subtle refinement of all the systems of the bow. This allows the user to apply more of their strength towards their shots, increasing the overall range. The range of the bow is increased by a number of squares equal to the user's strength.

Magitek Rifle: The Magitek rifle is a system designed to output the maximum amount of damage at the maximum distance. This system is heavy, and requires two hands to use effectively, but is very adept at its job. It usually resembles a heavy duty rifle, more akin to an anti-armor weapon than anything else, though smaller versions can resemble modern sniper rifles. The lightweight technology within does allow it to be carried and used by the Magitek personnel without having to go prone. The basic system adds 1P to the normal gun stats, and when activated adds an additional 2P. When Blown, the rifle deals an additional Tech damage for Tech Rounds.
Subsystems

-Explosive Round(B): When using this ability, the rifle user channels the power of a circuit into a single shot. If the shot strikes the target, the bullet embeds itself within their form, and the next round explodes for Tech damage. The follow up damage is unavoidable, only resistable through Endurance.

-Piercing Shot(A): This high-tech recoilless propulsion system, when activated, propels the rifle rounds at a much faster velocity. This allows them to pierce foes, and continue travelling to the next one. There is some stopping power lost when this ability is used though, all damage is reduced by 2. However, any enemies in a direct line of the shot up to the rifle's range have a chance to be struck as well, though each target after the first

gains an additional two dice per previous target struck to dodge the attack. This can only strike as many foes as the user's Tech stat.

-Bayonet(A): A generic term, this system does not always take the form of a knife attached to the end of the rifle barrel. In fact, it usually makes the weapon look more like a polearm. Whenever this system is activated, the rifle converts to a reach melee weapon, and has the same damage bonuses as it does in its normal form, using the reach melee weapons math though.

-Choke(B): This system is designed for the Magitek users that do not want their enemies up close and personal. By adjusting the barrel of the weapon, the user focuses their magical energy into a tight in blast, that is designed to knock a foe away. Still rolled as a ranged attack, if it strikes an enemy, that enemy is knocked back to a distance from the Magitek user equal to their Tech stat (aka, if a foe 2 squares away is struck, and the user's tech stat is 7, they are knocked to 7 squares apart from the user). This may cause some collateral damage with whatever is in the way.

-Imbued Bullets(A): This system imbues additional energy into each bullet fired from the Rifle. When active, this system adds an additional 2P to the user's attacks.

Magitek Traits

Exceptional Circuits: The Magiteck user benefits from their magical circuits regenerating much faster than others. As such, their circuits require less hours to return to usability after being Blown. When Blowing a circuit, remove the users Tech stat from the hours required to be able to use the circuit again.
Cost: 10 points.

Faulty Circuits: The Magitek user's circuits aren't quite up to standard. As such, when they Blow a circuit, the circuit requires (Tech) more hours to regenerate.
Cost: -10 points.

Homemade Gear: The Magitek user was not content to wait for an item to be given to them by the organization, and has crafted one from parts they have collected over time. This functions identically to one of the base systems in the Magitek document (sword, gun, coat, etc, except for Body), but can not be given additional systems through increases in Tech. In addition, the item can only use 5 tech at most for its bonuses.
Cost: 15 points.

Youkai

Youkai is a subclass that's able to be taken when a stat gets raised to 6 that grants new abilities that can be bought with points. While there are class-related Youkai, there are also youkai for base stats, listed below. It costs 25 points to become a Youkai in any given stat before being able to access the Youkai abilities. NOTE: NONE of the Youkai classes or abilities have been TESTED, use with discretion

Strength

Brute-Focusing on sheer physical power and strength, the Brute is the embodiment of herculean power, wielding large weapons to eviscerate their foes.
Bonus-The Brute gains an additional +1 to all damage dealt with two handed weapons.
Abilities-

Monkey Grip-The Brute can now wield a two handed weapon as weaker beings wield one handed weapons. This allows the Brute to wield a two handed weapon in each hand, or one two handed weapon and a shield, etc. When wielded like this, the Brute suffers a -2 penalty to all swings with the weapon due to the imbalance, in addition to any other penalties that may occur (if dual wielding).
Cost: 10 points

Smash-When the Brute strikes their foe, they cause an inordinate amount of damage and injury, dazing their foes with the sudden strike. If the Brute deals more damage than their foe has Endurance, they become dazed for an amount of rounds equal to half (rounded down) of the damage dealt. When dazed, the character suffers -2 to all rolls on any action taken, and can only move half their normal speed.
Cost: 15 points

Follow-Through-The Brute's amazing strength allows them to strike clean through a foe and keep going. When a foe is slain by the Brute, they can take a free move of one square if they wish in order to strike another nearby foe. This free strike suffers a -2 penalty due to the quickness of the action.
Cost: 15 points

Ravager-Focusing on fear and terror, the ravager is a beast to behold on the battlefield, tearing their foes apart and enjoying the carnage they create.
Bonus-The character gets a +1 bonus to all rolls for 2 rounds after killing a foe.
Abilities-

Eviscerate-The Ravager has learned to make a gruesome show of any kill they make on the battlefield. Whenever they deal a killing blow to a foe, they proceed to hack up their corpse in a rather gruesome way, causing enemies around them to quake in fear. For every wound box above the foes total that they deal in the killing blow, all foes within 5 squares gain a penalty equal to that amount, reducing by one each turn until gone. This penalty does not stack, if a higher bonus is acquired, it replaces the original penalty.
Cost: 15 points.

Spree Killer-The Ravager has trained himself to focus the blood-thirst from each kill to further enhance their abilities. If the Ravager kills a foe while under the basic ravager bonus from killing a foe, they gain an additional +1 bonus. This can go up to a maximum bonus of rank in this skill plus one. If the ravager goes two rounds without a kill, they lose one stack of this bonus, until it is gone, upon which the ravager reverts to their normal bonus/penalty.
Cost: 10 points per rank, max rank 5.

Crazed-The Ravager in the midst of their battle tend to lose sight of anything but furthering the mess. While under the effects of the bonus from killing a foe, the Ravager is immune to all illusion effects, mind control, dazing, charm, and any other mental effects that would reduce their ability to fight. Physical hindrances such as crippling and being hamstrung will still affect the character.
Cost: 10 points.

Berserker-The Berserker relies on focusing their rage into a force that is to be feared on the battlefield, allowing them to shrug off blows and tear apart their foes.
Bonus-The Berserker gains an additional +1 bonus to attack rolls with melee weapons.

Rage-The Berserker focuses the pain and suffering they have experienced into a singular power, allowing them to improve their own skills. This can be done only once per day. When activated, the Berserker gains a bonus to all rolls equal to the damage they've received divided by 2 (rounded down), for rounds equal to damage received. Once this effect wears off, they are tired from the exertion, and suffer a -2 penalty to all rolls for 3 rounds.
Cost: 15 points

Furious Strike-The Berserker focuses all their rage at the harm dealt to them into a single blow. This can only be performed once per day. The Berserker can choose to add their current amount of wounds to the damage of their next attack. If the attack misses, the effect is used for the day.
Cost: 10 points

Wounded Cry-The Berserker focuses their pain into one long anguished scream. The pure unholy anger in this cry can cause sentient beings to cower in fear. All hostile beings within 5 squares must roll their Int and Cha to resist being frightened against the Berserkers current wounds. If they

fail, their entire next turn must be spent getting as far away from the Berserker as possible.
Cost: 10 points

Dexterity

Gunslinger: The gunslinger has watched one too many old action movies, but with enough training, anything is possible.
Bonus-The gunslinger gains +1 to all attack rolls with their ranged attacks.

Ricochet-The gunslinger has learned how to bounce projectiles off a hard surface and strike a foe who believed themselves well hidden. Using any hard surface, the gunslinger can bounce a shot and alter the angle up to 90 degrees. Each time the angle is altered like this, the penalty to the roll is increased by 2. A gunslinger can strike a foe they can not see like this, but that will incur additional penalties.
Cost: 10 points.

Double Hammer-Either through modding, fast reflexes, or some supernatural means, the gunslinger can now manage to fire their ranged weapon twice in one round. This takes up their full turn, and causes a penalty of -2 to both attacks.
Cost: 20 points.

Suppression-The gunslinger cuts loose, sending a barrage of projectiles at their foes as fast as possible. This attack covers a 90 degree arc originating from the gunslinger in a cone one direction. Any enemies within the cone and 10 squares of the gunslinger must dodge vs the gunslingers attack roll to avoid getting hit. The gunslinger suffers a -4 penalty to the attack roll, and a -2 damage penalty due to the inaccurate firing. Any sentient beings in that area for the next turn must either seek cover immediately, or at the end of their turn the gunslinger can make another attack roll against them with the same penalty.
Cost: 15 points

Dancer:The dancer relies on the speed and grace of their own body in order to move out of harms way, avoiding the blows of their foes in order to strike where least expected.
Bonus-The dancer gains a +1 bonus on all dodge rolls.

Flow-The dancer is no longer impeded by the need to stop and prepare strikes in combat. As such, they can use all available attacks while moving, with no additional penalty. The dancer may choose to strike multiple foes this way if they are on their path, but any path between foes must be a direct line.
Cost: 20 points

Shadow-Step-The dancer moves so quickly it seems as if they dissapear for a moment in their movements. The dancer may take a free action to move 2 squares in any direction, even through foes and barriers they would normally have to climb over or slide under. They can not use this ability to pass through impassable barriers, and it cannot be used to extend a movement action. It can still be used during a movement to get through impediments (aka, the dancer can use shadow step during a move to leap over a mesh fence without slowing, but they will still only move six squares).
Cost: 15 points
Blurring Speed-The dancer moves so quickly that become increasingly hard to hit from enemy attacks when they run full out. Any time a dancer takes a double move action on their turn, until their next turn they gain a +3 dodge bonus for all enemy attacks melee or ranged.
Cost: 15 points.

Blademaster:A blade master sees their weapons as an extension of their own arms, and can use them fluidly without any hesitation.
Bonus-A blade master gains +1 to hit with all one handed melee weapons.

Follow-Up-The blademasters strikes flow together easily, allowing for an extra attack. If they connect with the attacks of both their main hand and off

hand, they can make another follow up attack at a -4 penalty with their main handed weapon (this includes dual wield penalty, but not other penalties that may be accrued).
Cost: 15 points.

Parry-The blademaster excels at the art of melee combat, and can use their weapons to rebuke strikes from foes. When being attacked in melee, the blademaster can choose to parry instead of dodge. If they parry, they roll their melee skill + dex. If they succeed by a margin greater than one, they can counter attack using that margin minus 1, multiplied times 2. Ex: If Joe parries Marge's attack and beats her by three, he rolls 4 dice to counter attack. ((3-1) x 2). Note, any penalties applied to how the weapon is used (dual wielded, monkey grip, etc) still applies for this attack. If the blademaster is using a specialized parrying blade in their off hand, they may gain bonuses to this ability at GM's discretion.
Cost: 15 points.

Pierce-The blademaster excels at the ability to slide their blade between the chinks of the opponents armor. They can opt to take a -2 penalty to their attack roll in order to lower the enemies endurance roll to resist damage by 2 if the strike hits.
Cost: 10 points.

Endurance

Defender: The defender has learned to lessen and ward off enemy blows to their person, allowing them to survive longer in battle.
Bonus: The defender gains a +1 bonus to resist damage rolls.

Defensive Roll: The defender has learned to roll with any explosive forces, lessening their damage taken. If the defender is hit by any area of effect spells or abilities, they reduce the damage dealt by 2 before damage resistance is rolled.
Cost: 20 points

Watch: The defender can focus on one foe, learning their moves and patterns, and thus gain a bonus to avoiding their strikes. They gain a +2 dodge (or +2 parry if using it) vs that foe when they opt to monitor them, but the focus causes them to take a penalty of -1 dodge (or parry) for all other attacks.
Cost: 15 points.

Roll with it: The defender can opt to use their skills at evasion to lessen a strike they know will hit, instead of trying to get out of the way completely. At the defender's discretion, they can opt to not roll up to half their dodge stat, and instead add those dice to the damage resistance roll if the strike hits.
Cost: 15 points.

Survivor: The survivor is a character determined to stay alive...through sheer force of will and cussedness if necessary.
Bonus: The survivor gains an additional wound box.

Determinator: The survivor is clearly one tough individual, and suffers no wound penalties. If they already have an ability that grants this feature, the survivor instead gains an additional wound box.
Cost: 10 points.

Force of Will: When the body just doesn't want to go on, but the survivor does, they can hold them self together through sheer force of will. If a survivor is reduced to 0 wound boxes, they can roll their Survival skill. For each hit, they stay alive for one round longer, allowing them to get healing or kill the bastard who hurt them. Note that any further damage taken reduces the amount of rounds they stay alive by one per wound box dealt, and is added to their total damage. When the rounds are over, if the survivor has not received any healing to bump them up to at least one wound box, they are dead.
Cost: 20 points.

Flesh Wound: The survivor's sheer toughness allows them to ignore one point of damage from any incoming source. This is applied before the resistance to damage is rolled.
Cost: 20 points.

Charisma

Attracter: An attracter garners attention no matter what they do, they can be impressively beautiful, or something about them just draws the eye, and they have learned to use that to their and their friends advantage.
Bonus: Any Charisma based skills are given a +1 bonus.

Hey you!: The Attracter does something outrageously attention getting, causing all enemies that can see them to turn and pay attention to them for a brief amount of time. If they are already focused on the Attracter, they suffer no ill effects, but if they are not and try to maintain focus on their original targets, they suffer a penalty equal to the hits of a roll of charisma x 2. This can only be used once per combat.
Cost: 20 points

F&%K You!: The Attracter does something so distracting that the target of this ability must make an Intelligence + Charisma check to avoid attacking them outright, against the Attracter's own Intelligence + Charisma. If the Attracter succeeds, they target must spend the next turns equal to how much they were beaten attacking the Attracter. This can only be used once per combat.
Cost: 20 points

Such a Nuisance: The Attracter can focus their own attention getting abilities to give their friends the advantage. Any skill rolls that would benefit from their target not paying full attention are improved for a number of rounds equal to the Attracter's charisma stat, by an amount equal to the hits from the Attracter's Charisma x 2 roll. This can only be used once per combat.
Cost: 20 points.

Leader: The Leader always has to be in the lead of the group, giving orders and directions. Thankfully, they have grown quite adept at this, and can give their teammates many boosts while doing so.
Bonus: The Leader gains a +1 bonus to all their skills while in the Lead of a group.

You can do it!: The Leader gives a rousing speech to a specific teammate as a free action, allowing them to give a bonus equal to their Charisma roll x 2 in hits to their next roll. Can only be used once per day.
Cost: 15 points

Together now: The Leader coordinates their teammates actions to create a better effort overall. They roll their Charisma x 2, and can divvy the hits among their teammates. The effects last for rounds equal to the users Charisma, but if any of the teammates given a bonus are cut off from communication or line of sight, the effect is lost. Can only be used once per combat, and requires a full turn to activate.
Cost: 25 points

Coordinated Attack: The Leader designates a target for the group, and their coordination helps with any efforts towards them. For each character that attacks that target, the next person gains +2 to all rolls directed at that target. This stacks until a character under the Leader's command does something not directed at the target, and then the bonus resets. The Leader can only mark one target per combat.
Cost: 20 points.

Perception

Sniper: The Sniper excels at long range warfare, and lives by the philosophy that combat is perfect when the opponent cannot strike back.
Bonus: The Sniper gains an additional 1 square to the range of all ranged weapons.

Reach out: The Sniper has trained further in the art of improving their maximum range, and as such adds an additional square to the range of their ranged weapons.
Cost: 10 points, can be taken up to 4 times.

Touch Someone: Whenever the Sniper makes a shot beyond the normal range of their weapon, they add an additional +2 to the damage of it.
Cost: 20 points.

Lay them out: Whenever the sniper is further than six squares from the target, they can shoot an additional target in a direct line behind their original target. The second target can make a dodge roll as per normal, and damage dealt is ½ what is dealt to the original target. The shot can not 'skip' a target, if the sniper shoots at ->ABC, they can only hit A and B, not A and C. They can choose not to use this shot at will.
Cost: 25 points.

Scout: The Scout prides themselves on knowing the lay of the land, and always being prepared for their opponents, especially when their opponents think they have the upper hand.
Bonus: The Scout can take five minutes, or a full turn in battle to get the lay of the land and analyze the terrain. If they do this, they gain +1 to all rolls and can use their scout abilities.

Terrain Strike: The Scout aims their blow to deal additional damage by using part of the terrain as a multiplying force. The precision required for

this reduces their dice rolled by 2, but increases damage dealt by 4 if it connects.
Cost: 20 points

Quick Trap: The Scout can make a quick adjustment to a piece of terrain, causing it to become dangerous to their foes. They must be adjacent to the terrain they adjust, and roll their perception + awareness. Their foes roll the same if they step into or through that square, and the amount they are beaten by decides the effect of the trap:
1-2: Stumble, loses their attack next turn, can only take one move action
3-4: Pain, twists something and halves their move, causes their dodge to be halved. Effects last until a 3 hit medicine check is made.
5+: Injury, The target suffers a -2 penalty on all rolls, and is dealt damage equal to the hit difference.
There is no limit to the amount of squares that can be trapped this way, but each trap takes an action on the characters part.
Cost: 25 points.

Quick View: At any time, the Scout can take a full turn and roll their awareness and perception. This gives more detail than just a gut feeling, and the scout can easily determine depending on their hits how many enemies, how large, and with higher rolls what sort of weapons they are carrying and in what direction, essentially giving them a battle map of the terrain around them.
Cost: 15 points.

Intelligence

Calculator: The Calculator sees every situation as a problem, something that can be solved with simple equations and applying the right integer.
Bonus: The Calculator is devastatingly Intelligent, and that seeps over to all other aspects, giving them a bonus of +1 to all intelligence rolls.

Overclock: The Calculator can temporarily run their brain twice as fast, allowing them to react much more quickly and with much more accuracy. The Calculator rolls their intelligence, and adds it to their Perception, Intelligence, Charisma, and Dexterity rolls. They can only perform this once per day.
Cost: 20 points.

Double-Time: The Calculator uses both parts of their brain at the same time, equivalent to parallel processing their mind. They gain an additional action phase during combat for rounds equal to hits on an intelligence roll, but after those rounds, they suffer an exhaustion penalty of -2 to all rolls for an equal amount of rounds. This action can be used only for action related activities, the character can not triple move. This can only be performed once per day.
Cost: 25 points.

Analyze: The Calculator has figured out the equation and math behind one target's moves. As such, they gain a bonus equal to hits on an intelligence x 2 roll, but they can only analyze one target like this per combat.
Cost: 15 points.

Tactician: The Tactician is a master of strategy, they have studied all the arts of war, and seen every play in the playbook.
Bonus: The Tactician's innate knowledge of the battlefield allows them to gain a bonus of +1 to all dodge rolls.

Quick Aside: The tactician can suddenly switch their attack mid-swing/shot/kick, catching their opponent off guard and allowing them an easier strike. They gain +2 on the attack roll, but can only do this once per foe, and any other foe that sees them doing so will be immune to the gambit.
Cost: 15 points.

Quick Withdrawal: The tactician can prepare themselves for an attack they know is coming, and when it is delivered, suddenly leap back out of the

way and avoid it altogether. No dodge roll is needed, but the tactician needs at least one square to the side or behind to move to avoid the strike. Can only be used once per combat, and takes up their combat action for the next turn.
Cost: 20 points.

Slide In: The Tactician can suddenly add their own abilities to a friends attack. If the Tactician and an ally are side by side, the tactician can add +2 to both of their next attack as a free action against a declared foe. This can only be used once per combat.
Cost: 15 points.

Magi Youkai

You gain a Youkai Magi when you become a powerful Magi, powerful enough to research past the places where most common Magi are sure to stop. You must have at least 10 in any school of magic to be allowed to access the Magi Youkai.

Numerology School

A Numerologist mage has determined the basic laws of the universe can be boiled down to equations, no matter how complex. In essence, when they cast magic, they just do the math and adjust the numbers to get the result they want. Frightening in their predictive capabilities, as well as seemingly able to rewrite the laws of nature around them, Numerologists are terrifying foes. Note: All the spells from Numerology have no obvious signs of being cast. The caster may appear intense, or like they are doing math in their head while casting, to the player's preference, but there is no overt display of magical force.

Astrology School

The Magus has studied upon the celestial bodies, and realized upon a rather shocking fact: They are sentient, have personalities, and embodiments in various all-powerful beings. While True Vampire's being

gifted from the Type-Moon to Earth is a rarely known fact, that there are other Type's is in the highest order of knowledge. With knowledge comes power, and with study of Astrology, comes the ability to manipulate the Type's in small ways, at the risk of the Mage's life and the existence of the earth at every turn. When the magus starts studying this school, he or she chooses a Type to research, and to base the spells on.

True Magic

The magecraft that Magi use are mere imitations of the magic truly brought in from the root of reality, you may work with your GM to invent your true magic after finding a way to access the root.

Master Youkai

Some would view the summoning of a heroic spirit and binding them to your will to be the pinnacle of the magi's art, a feat that most dream to reach but can never do so. However, any seasoned magi will tell you, in any art, there is no pinnacle, just another level to rise to. With all the following Youkais, the Master can now raise their servant stat to a maximum of 12. You must have a Servant stat of at least 6 to use this Youkai. Each Youkai is separated into various circles, which show the characters' advancement until the maximum benefits of their Youkai is obtained.

Reliquary

The Magi has learned to take gifts from their servant that they can use even when the Servant is not called. With this Youkai, they can use numerous powers and abilities that their servant has while in their own form. The shared nature of their powers though limits their pureness, and makes it harder for them to be summoned by the Servant. All MP costs for summoning and using their Noble Phantasms is increased by 2. All the abilities under Reliquary allow the user to use a percentage of their Servants Noble Phantasm, under the following rules:
1) Point totals are always rounded down.
2) They cannot use abilities their servant does not have
3) They can purchase any abilities their servant has as if they were buying them for themself. They can choose to purchase partial abilities (aka, if the servant has armor, a weapon, and a phantasm ability, the master can buy a smaller version of the armor and weapon, and not get the phantasm at all).

Example: Jerry's Servant has 50 total points in his Noble Phantasm, 20 on his weapon, and 30 in abilities. Jerry only has the 2nd Circle of Reliquary, so he can only spend a total of 25 points for his own abilities. He spends 10 on the weapon and 15 on abilities, so Jerry can summon a less powerful version of his Servant's sword, or use less powerful versions of his abilities (or one full powered version, depending on how the points are allocated).

1st Circle: The first circle of Reliquary allows the user to access up to ¼ of their Servants total Noble Phantasm points while in their own form. Cost: 20 xp

2nd Circle: The second circle of Reliquary allows the user to access up to ½ of their Servants total Noble Phantasm points while in their own form. Cost: 30 xp

3rd Circle: The third circle of Reliquary allows the user to access up to ¾ of their Servants total Noble Phantasm points while in their own form. Cost: 40 xp

4th Circle: The fourth circle of Reliquary allows the user to access their Servants full amount of Phantasm points while in their own form. Cost: 50 xp

Legend

The Magi has dedicated time and resources to furthering the shard of the grail they hold, enhancing its power and abilities. As such, their servant is further empowered and can reach even more powerful heights. Unfortunately, being such a powerful creature means that all other Servant's know their powers on sight, and mortals can hazard a guess easily enough with a Lore check.

Concept: The Servant's Noble Phantasm has reached a point in power and fame that they have effectively become a Concept. The damage bonus and attack bonus for a weapon can be raised to 6, an armor can be raised to 6, or a Rider can now summon the most powerful or pure version of their mount. This also allows for these creatures, weapons, and armors to be more effective against more powerful creatures (ignores all damage resistance/immunities). Cost: 15xp

Fame: The Servant feeds off the infamy it has gathered by working with their master, and the fame itself allows them to be more powerful. The Servant can now reach rank 15. Cost: 20xp

Immortal: The Servant has such pride in its own power that it refuses to let a humble thing like their Master prevent them from reaching their goals. If at any point the master receives a blow that would slay them, the Servant immediately steps in and takes control, taking the blow instead. The Servant still receives the amount of wounds the Master would (no benefits for difference in Endurance or armor), and together they lose half of all their MP by this sudden act. Cost: 30xp

Seperation

The Magi and Servant have learned to separate themselves from each other through various rituals, and can start acting apart. Eventually, this culminates in the servant being able to manifest without the master's body. Doing so weakens the bond between the Servant and the Master though, and as such the master must decide how much MP to allocate to the servant each day, and the servant can not use more than that for that day, nor can the Master draw upon their servants reserve.

1st Circle: The first circle of separation allows the magi and servant to be apart for a brief instant. In essence, the magi spends a burst of magic to summon the servant in for a quick strike. The magi spends MP equal to their servants rank, and the servant appears within six squares of the magi and can take a full round action. Once their action is taken, they disappear immediately. Can only be used once per combat.
Cost: 20 xp

2nd Circle: The second circle of separation allows the magi and the servant to be apart for a longer duration, albeit at a heavy cost. While separated, the servant can take full actions as if another character entirely, but the magi must spend double the normal cost to maintain the servant, and the

servant's stats are halved, rounded down. Note, if the Servant is slain while outside their master's body, they cannot be summoned for a full week, and the master is reduced to 0 MP for the same week, their magical circuit disrupted.
Cost: 25 xp

3rd Circle: The third circle of separation allows the servant to fully form outside their masters body for extended periods. Their stats are full while separated.
Cost: 30 xp.

4th Circle: The fourth circle reduces the cost to the master while the servant is outside their body. The MP cost for summoning the servant outside their body is the same as manifesting it themselves.
Cost: 40 xp

Youkai Burial Agent

After sharpening your skills at hunting heretics and your faith in the church you've become a youkai burial agent at rank 6 faith. You have 3 paths that you can pick one of to further specialize your skills into a certain type of skill.

Angelos

The Burial Agent has dedicated itself to becoming the perfect sword of faith. As such, their relic becomes more powerful, at the expense of their other abilities. The Burial Agent's relic immediately gains 50 extra points to be spent on its abilities. This Youkai can only be taken by Burial Agent with weapon Scriptures.

Talents:

Blood of the Righteous-The Angelos knows that sacrifice must be made to further a cause. As such, they can at will inflict a wound on themself to restore one Scripture point to their weapon. This is a free action, but the wound itself cannot be healed through anything but time.
Cost: 15xp.

Heroic Spirit-The Manifestation of the Scripture has become a full fledged heroic spirit in its own right. When choosing to manifest it, it can remain indefinitely as such, and the Angelos can still use the weapon even while it is manifested. The spirit gets a copy of the weapon as well, and can use relic strikes (but the Angelos cannot).
Cost: 40xp, Must have Manifest ability in Relic.

Amplify Spirit-The Manifestation of the Scripture can achieve more with the power it receives from the weapon. It has an experience value equal to the relics total points.
Cost: 30xp, Must have Manifest ability in Relic.

Righteous Judgement-The Angelos can focus their ultimate wrath towards a deserving target. When using this ability, the Angelos burns -all- Scripture points on their relic. For each Scripture point burned this way, the Angelos adds one of the following to the attack of their choice. In addition, the Angelos can also focus their own life energy into the weapon as well to add more, at a cost of two wound boxes per further bonus. A bonus can be selected multiple times.

+2 to damage
+2 to attack roll
-4 to recipients Endurance roll to resist damage

Cost: 25xp

Mastercraft Keys-The Angelos' keys are of special craftmanship, and now reduce all stats of the target, instead of just endurance.
Cost: 20xp

Alternate Keys-The Angelos has learned to craft their keys into shapes other than those dictated by doctrine. As such, their keys can take the form of any base weapon type. No matter the form, the Angelos can still use their ability to reduce Endurance, when striking a target some form of the weapon lodges in it, and counts as a key in play. Example: If Roberta forms her keys into a Revolver, she can form six keys maximum. She shoots five times, and hits with all five, opting to leave the keys in the target and reducing their endurance. The bullets take the form of keys lodged in the target. Roberta can fire the revolver as many times as she wants with the last bullet, but if she chooses to reduce the targets Endurance again, she can not fire it again until she recovers at least one key.
Cost: 25xp

Holy Relic-The Scripture the Angelos uses has unlocked further avenues for advancement, and can be increased to a maximum of the Angelos' faith + 4. They must still spend xp per rank increased as per the rank up chart in Creation.
Cost: 15xp

Heretic

The Burial Agent has seen a bit too much of the darkness of humanity, and the various beings that inhabit the corners of the earth have begun to have an effect on them. This has tainted them to their very core, and as such they have turned away from the core doctrines of the Church, and instead follow their own goals and means. Whether this means allying with unsanctioned creatures, not following church directives, or outright rebellion is up to the player and the GM. The Heretics dabbling in unsanctioned rituals have started to turn close to magical study, and as such they gain the Magic Rituals skill at the highest possible rank they can currently have it at (max to their Int stat). They also gain a Magic stat, starting at rank 3, that can be increased normally to a max of 7.

Talents:

Dark Arts- The Heretic gains access to a specialty magic school that is based on their corrupted influence. These follow the same costs and advancement as other specialty magic schools, but the only ones the Heretic can choose are: Corruption, Darkness, Death, Shadow.
Cost: 20xp per school.

Corruption Blow-The Heretic's deep connection with what makes others monsters has allowed them to learn to focus their strikes into blows tailored to their specific weaknesses and abilities. With this strike, the user uses a SP from their Scripture and strikes a foe as normal. If they hit, the foe is dealt a special effect depending on their type:
Human-No effect
Magi-Drains MP based on the Heretic's faith. The Magi rolls their magic and int to resist, each hit reducing the amount by 1. For every 3 MP drained, the magi also takes an additional point of damage, added to the total. Calculate this effect before damage is dealt.
Dead Apostle-Drains Blood Points based on the Heretic's faith. The target can roll Endurance and Lineage to resist, each hit reducing blood lost by 1. In addition, they must roll endurance and intelligence to resist the powerful

blood lust that strikes them. If they fail, they will attempt to bite the closest edible target to them, and will do so for as many rounds as they were beaten by on the roll. They will prefer defenseless targets over anything, and humans over animals. They will not be able to use special abilities or any weapons, rather attempting to mindlessly bite the target they have chosen.
Servant-The blow attempts to disable the servant entirely. The servant must roll versus the Heretic's faith their Rank and their master's magic stat or their own endurance, whichever is higher. If they fail, they are unable to use their noble phantasm in any form, weapons, armor, or special abilities for turns equal to how much of the faith score was left after their roll. They can still use their skills, magic, and any mundane weapons they have.
Blooded-The blow strikes at the nature of the blooded itself, bringing them closer to human. They must roll Blood and Endurance against the Heretic's faith. If they fail, their blooded stat is reduced by an amount equal to the remaining faith stat for an equal amount of rounds. In addition, they are unable to use any blooded abilities or gain any bonuses from abilities (except for family weapon) for that many rounds. Any stats increased above human maximum (5 without exceptional, 6 if the blooded has exceptional) are temporarily reduced to the maximum. If this reduces endurance, it does not reduce their wound boxes.
Burial Agent-The Heretic views Burial Agents as just as corrupted as the rest, and this strike views them no differently. When struck, the Burial Agent must roll Faith and Endurance agains the Heretic's faith. If they fail, the difference in the roll is subtracted from their faith stat for an equal amount of rounds. In addition, their relic is reduced to a normal weapon of its base type, and they can not use any miracles or special relic abilities for as many turns.

Creatures such as spirits and others that do not fall within these characters will also be affected, to the GM's discretion. If the Heretic has a non weapon scripture, they can still use this ability, channeling it into a weapon of their choice, but it deals two wounds to them when they do.
Cost: 40xp

Reaper of Souls-The Heretic is less than picky about the cleanliness of his own soul, and doesn't hesitate to reap some to further his ends. Whenever the Heretic slays a creature with his Scripture, they can opt to harvest the soul to restore a scripture point. This can only be used on creatures with some sort of magical circuit (magi, DA's, faithful, servants, spirits, blooded), and their special stat must be at least 4 for it to be successfull. If the Heretic does not have a weapon relic, they can instead opt to harvest the soul to restore themselves, healing 2 wound boxes.
Cost: 25xp

Corrupt Miracles-The Heretic has started to subvert their church granted miracles for their own purposes. The Heretic can choose what miracles to subvert and which to leave alone, but once subverted, a miracle remains that way no matter what. For each miracle subverted, the Heretic must harvest a soul per day to feed the dark miracle. These must be human in nature, Dead Apostles, Blooded, Magi, and other Burial Agents count, but animals do not. For most miracles, subverting it doubles the effect of it. Exceptions are listed below:
Miracle of the Divine Sword: Causes an additional 2 wound boxes instead of 1
Miracle of the Holy Resurrection: Resurrection only takes 3 sunrises, but upon rising, the Heretic must immediately reap ten souls or risk returning to the grave.
Miracle of St. Agathios: Character gains two additional wound boxes, instead of 1.
Miracle of St. Eustace: Any efforts to remove the keys have doubled difficulty.
Miracle of St. Denis: The eye can also be used to intimidate such foes if revealed, using the Heretic's faith vs the targets magic or similar stat. If failed, it causes a penalty to all rolls equal to the difference, for difference rounds.
Miracle of Uriel: Also adds +1 to all attack rolls.
Miracle of the Divine Strength and other stat increasing miracles: Allows the Heretic to raise their stats to 8.
Cost: 10 xp per miracle subverted.

Redeemer

The Redeemer's faith is unwavering in the face of all opposition, as they trust their inner peace and a higher power to see them through all their trials and tribulations. Their miracles inspire others to divine glory, and they lead by example to all those around them. A Redeemer gains a 20% bonus to faith for all abilities, rounded up.

Talents:
Exceptional Faith-A Redeemer has further empowered themselves through their faith, and now count as having an extra 50% of their faith stat (rounded down) for all purposes.
Cost: 20 xp.

Endless Miracles-A Redeemer has been blessed with numerous miracles, as such, they can now take as many miracles as they want, not limited by their Faith stat.
Cost: 25 xp.

Brotherly Boon-A Redeemer has furthered their control over their own miracles, and as such can now transfer them to others. With a touch, they can transfer a miracle to an ally, removing the benefit from the Redeemer and giving it to that ally for turns equal to Faith. The Redeemer can recall their boon at any time. Any stat miracles are treated as a temporary stat boost instead of just a maximum boost.
Cost: 20 xp

Angelic Chorus-A Redeemer can choose to exude their faith in an auditory form. This creates an angelic chorus around them (whether it is sung by the Redeemer is up to the Redeemer), lifting the spirits of their allies and rallying them to the fight. The Redeemer chooses how much faith to temporarily lose this way, and all allies gain that much to their rolls for as long as they exude the aura. The aura lasts for as long as the Redeemer's

faith spent, but can be ended early if chosen. Once ended, it takes 2 rounds for the faith to be regained.
Cost: 30xp

Shield of Faith-A Redeemer can manifest their faith in physical form before them, protecting themselves from those who would do them harm. The Redeemer creates an ephemeral shield before them, that absorbs a strike that would hit the Redeemer. For each faith point spent this way, it reduces the Redeemer's faith stat temporarily, and will absorb one blow. The Redeemer does not get to roll dodge, the attack assumes to hit and the shield will negate it as long as their is faith remaining in it. The Redeemer can dismiss the shield at any time. Any faith spent absorbing blows is lost to the Redeemer for 12 hours.
Cost: 25xp

Martyr's Rise-A Redeemer's faith can see them through even the most trying and dangerous situations. If the Redeemer's wound boxes are completely filled, they fall to the ground, mortally wounded. The next round, they rise up, faith suffusing their body and able to fight. For every faith point they possess, they remain standing for one round (including the round they rose), suffering no wound penalties and able to take normal and combat actions as usual. If they are struck, they lose one round and suffer those additional wounds as well. If the Redeemer receives no healing or care before their rounds are completed that restores them to above 0 available wound boxes, they fall to the ground again at the end, never to rise again. During this time, they can not use any miracles. Any faith used to keep the user alive during this time is lost for one full week.
Cost: 45xp

Youkai Blooded

The Blooded at lower advances are just living day to day with their urges, rarely having to deal with them and trying to maintain some semblance of normality. Once they reach the pinnacle of their powers though, their urges have become a near constant factor, and they must find a way to deal with them or revert to full monsters that they descended from. You must have at least 6 in blood to access youkai blooded.

Full-Inversion

A Blooded who fully inverts has given in entirely to their bloodline, but has controlled it, keeping their personality (albeit altered) and their sanity, unlike those who give in and are broken. Once taking this Youkai, the blooded is considered fully inverted, and never has to make another Urge check. However, the source and desire of that urge remains, and they must satiate it every day or start to suffer hungers. For each day they do not satiate their urge, they suffer -1 to all rolls. After three days, they are in a full on urged state, and will track down and sate themselves without remorse or regret, even on friends and innocents.
Talents:

Reserve-A Inverted has to face it, fulfilling that urge feels -good-. They can now choose to sate their urge more than they have to. For each urge after the first satiated in a day, they gain a reserve point. If the Inverted is unable to feed in a day, they can instead opt to use their reserve point instead. In addition, they can choose to flush themselves with the power from that reserve, and gain a temporary bonus to all abilities equal to one half their blood rank (rounded down). They can use up to two of these at one time, and any reserves that go without being spent for more than two days are lost.
Cost: 20xp

Infecting Rage-An Inverted's rage, their urge, has become palpable since they gave in to their desires. As such, whenever any attack or strike that uses their blood as part of the blow, they can infect their target with a general, powerful rage. Their own control over their urge allows them to focus it to the pure destructive though, and the infected will turn on their allies, and if none exist, innocents and noncombatants, before finally any actual threats. The target rolls their endurance and intelligence to resist versus the Inverted's Blood.
Cost: 25xp

Burning Blood-An Inverted's Blood boils within their body, wanting to be released and let loose on the world. As such, the Inverted's Blood stat counts as 50% more (rounded down) for all rolls and other purposes.
Cost: 20xp

Bloodfire-The Inverted's self destructive tendencies have reached an apex. When activated, this ability immediately causes two wounds of damage to the blooded, but their body and skin literally boils forth with their burning crimson fluid. Any adjacent friends or foes are at risk of being scalded by the boiling blood, and must make a dodge roll vs the Inverted's Blood to avoid being scalded for Blood damage. The Inverted can hold this as long as they are willing to accept and extra wound box per round, and at the beginning of every round after all beings around them must make another check or be scalded.
Cost: 30xp

Bloodbomb-If the Inverted can hold off their own urge to sate themselves, they can put their powers to dangerous uses. If they have not sated themselves yet today, they can opt to use a potential target to sate their urges against their foes instead. Anyone who could be the source of satiation will fall under this (any supernatural being for slayers, reapers for anyone with blood, mystik for anyone with magical bent, and mortal for anyone that has hurt them), instead of killing them to sate the urge, when they slay them they can instead infuse their own essence into them via the psychic link created. The target remains upright, and apparently alive

except for severe wounds and disgusting purple veins coursing across their skin. The Inverted can control their movement, and they move at half their normal speed at the Inverted's direction on their next turn. At the beginning of their next round after that, they explode in a searing blast, causing Blood damage to all around them (within 2 squares) and forcing any allies with sentience to make an Endurance and Intelligence check to avoid being stricken with fear at such a terrible sight.
Cost: 50xp

Drive-If the Inverted has not sated themselves yet today, the drive to fulfill that urge can urge them on to new and more powerful heights. When they slay a target that would be able to sate their urge (any supernatural being for slayers, reapers for anyone with blood, mystik for anyone with magical bent, and mortal for anyone that has hurt them), instead of choosing to sate it, instead they can empower themselves, healing 1 wound box and gaining a temporary +1 boost to a stat that lasts for 1 hour. The bonus does not stack.
Cost: 20xp

Reverse-Inversion

The Blooded has adjusted to the near constant urges, and has bargained with themselves to release the powers deep within them. They still suffer urge checks, but at half the value of the Blood stat. A Reverse Inversion when faced with a situation that would cause them to invert, or a target of their urge, can opt to intentionally Invert. When doing so, they gain access to their talents gained through this Youkai, but must meet double the requirements of their urge to revert back to normal. However, if a Blooded does not intentionally invert when the opportunity arises, they must make the usual urge check. When Inverted, all Blood checks are 50% higher, rounded down.
Talents:

Death Claws-When Inverted, the Blooded manifests powerful natural weapons that make him look like a walking nightmare. If he already has

natural weapons, they are now treated as a two handed sword for purposes of damage. If he does not, they manifest and deal Blood damage + ½ Str as one handed swords. If the Blooded wishes, and already has natural weapons, he can manifest them as a different weapon type instead of a one/two handed sword, such as ranged melee, bows, or thrown. The base damage remains the same.
Cost: 20xp

Wall of Bone-The Blooded can manifest one arm into a large bone-like mass that serves as a shield. While gripping this mass, all dodge rolls are increased by 4, and the blooded can ‘bash’ enemies with it as an off hand weapon if they have ambidexterity. The bash deals 2p+1/2 Str to any foe it hits.
Cost: 25xp

Plates-The Blooded sprouts carapace like segments all over their body when inverted. This garners them a +2 Endurance bonus.
Cost: 25xp

Massive-The Blooded bulks up severely during their inversion, granting them an additional +2 Strength bonus.
Cost: 25xp, cannot have Mobile

Mobile-The Blooded’s muscle reflexes are improved tremendously, allowing them to move much faster while inverted. They gain +2 to Dex while Inverted.
Cost: 25xp, cannot have Massive

Crash-The Blooded takes a short leap (1 square in any direction) and lands with a devestating impact, causing a shock wave to ripple forth from them towards their foes. Any foes in the direction of their leap in a straight line in front of the blooded for up to 12 squares is flung about, causing ½ Blood damage, avoidable by rolling dodge/dex vs blood/str. This takes a full turn.
Cost: 25xp, Requires Massive

Devastation-The Blooded has reached the end of their rope, and they have to play their final card. Ropy tendrils of blood expel from all the Blooded's wounds, and for each wound box currently filled, can target a seperate foe or a single foe multiple times. Each tendril deals damage equal to the Blooded's Blood rank, and attacks with a roll of Blood + Dex. The Blooded must at least have 7 wounds to use this ability, and once it is finished, they pass out, reverting to human entirely. They will wake up 1d6 hours later, unless awoken earlier through a medicine check (difficulty current wounds).
Cost: 45xp

Whirl-The blooded makes a sudden fast spin, using its natural weapons to attack all around them. Any opponents within melee range are attacked at a penalty of -2 by the Blooded's natural weapons.
Cost: 25xp, Requires Mobile

Synergist

The Blooded has a particularly thick bloodline, and as such, have begun to manifest certain aspects of their ancestors in their bodies. This supplies numerous bonuses to the blooded, but it also begins to make them more monstrous and their urges become harder to sate. All urge checks are made at half blood, but if failed require double the amount to satisfy. When choosing this Youkai, the Blooded must choose one of four Bloodlines that they are a part of, which affects bonuses received in this Youkai. The options are:

Demon-The Blooded descends from monstrous beings, such as Oni's, Giants, Ogres, and the like. Gains +1 to Strength immediately.
Fey- The Blooded descends from the fairer folk, such as fairies, Yukki-onna, and other elusive beings. Gains +1 to Dex immediately.
Beast- The Blooded descends from beings normally described as beasts or the like, such as pegasi, hell hounds, and minor dragons. Gains a wound box.

Nature- The Blooded descends from beings associated with natural elements, such as dryads, sylphs, titans, and similar creatures. Gains +1 to Endurance immediately.

First Mutation: The Synergist has reached a stage in their development where their lineage starts to physically manifest. They gain a bonus based on their lineage as follows-
Demon- The Synergist's glee for battle has become such they are not content with making do with weapons. When in melee combat, they will strike out with any free limbs they have while attacking, giving them a free unarmed strike against a single foe within melee range of them that is not their target. This attack is made at a -2 penalty.
Fey- The Synergist is starting to lose touch with the physical world, in small parts anyway. They can opt to separate themselves a bit, causing a wound, but gaining a +4 dodge bonus against all attacks for Blood rounds by causing their physical form to shift and shimmer.
Beast- The Synergist's legs shift subtly to resemble that of their ancestors. No matter the ancestor, they gain +2 squares of movement per turn.
Nature- The Synergist's skin hardens to resemble bark, stone, ice, something similar. The Synergist gains 1 damage reduction.
Cost: 15 xp

Second Mutation: The Synergist has reached a stage in their development where it begins to get hard to hide their lineage. They gain a bonus based on their lineage as follows-
Demon- The Synergist is quickly becoming a terror to behold. Everything about them becomes 'sharper', and it is easy to see how one would be afraid to touch them. Any melee attacks made against them have a risk of cutting the attacker open on something. If an opponent attacks and misses by more than 2, the Synergist deals damage to them equal to how much they missed, minus 2.
Fey- The Synergist can tear themselves quickly across the space to the Astral Plane if in dire straits. The Synergist quickly hops to the astral plane to avoid a blow, but instantly causes themselves two wounds from the trauma of the shift. The blow is automatically negated, but the Synergist

must choose this option before damage is rolled (they can still opt to do it after dodge fails). They begin to seem ‘washed out’ to others, their colors less vivid, and space/time wrenches around them as the blow passes through them.
Beast- The Synergist is becoming more feral in appearance, hair becoming courser, teeth elongating, and features more closely resembling their ancestry. They can now opt to charge an opponent, if they move more than 3 squares in a direct line to them before attacking. If they do so, their attack gains +2 on the roll and +2 damage.
Nature- The Synergists body is becoming less human like on the insides, slowly being replaced by unnaturally thick sap, viscous water, or thick mud. Once per day, they can choose an attack, and their endurance roll to resist damage for that attack will count each hit as double.
Cost: 25 xp

Third Mutation: The Synergist has reached a stage in their development where any normal person is a bit freaked out by them, even if they don’t understand why. They gain a bonus based on their lineage as follows-
Demon- The Synergist’s body has manifested itself two extra limbs. The form they take is up to the player, but they can wield an additional weapon without the benefit of the ambidexterity trait, though they suffer -2 to any rolls that use those limbs. The limbs are easily hidden under clothing.
Fey- The Synergist has a hard time telling what plane they are in anymore, and seem to be constantly drifting out of sight. Whenever they are attacked, roll a d10, and if it is 9 or 10, then the Synergist was not in the material plane for that attack, negating it entirely.
Beast- The Synergist looks like they might devour someones child at this point. When charging, the Synergist can continue on past their first opponent, and any foes behind them still in a straight line they can also make attacks against at a -2 penalty per new foe.
Nature- The Synergist’s body makeup is so alien that most mundane weapons will not cause severe enough damage. Any mundane weapon that deals less than 3 damage is entirely nullified. The Synergist no longer has a pulse, or regular breathing in any meaningful sense.
Cost: 35 xp

Final Mutation: The Synergist has reached a stage in their development where they cease to be truly human. They are now classified as the type of creature from their ancestry as well as blooded. They gain a bonus based on their lineage as follows-
Demon- The secondary limbs the Demon has developed are now fully synchronized with their mind, and they can use them as if they had been doing so from birth. There is no penalty to using those limbs, and a single additional weapon will give an additional attack at no penalty. Further weapons of course will have the same penalty as if using two weapons in their main hands. However, the limbs are now large and fully muscled, and are no longer easily hidden, requiring heavy, bulky clothing to hide.
Fey- The Fey can now walk between the planes at ease. With a full turn action, they can shift to the astral plane, or back. When in the material plane, they are ephemeral beings, never seeming to quite touch the ground or be all there in conversation or interactions. A traveller must be warned of the dangers that lurk in the astral plane though.
Beast- The character gains a full alternate mode of movement based on the type of creature from their lineage, either Flight (half movement), Swim (can breathe underwater and move full movement while swimming), or Gallop (A full movement is four times in one turn, any movement past 1 normal move still prevents other actions). The requirements for these modes (gills and fins, wings, or reverse joints) are all very evident.
Nature- The Synergist has no vitals to speak of, and is so resilient to wounds one may as well be striking the stone and expecting it to bleed. They double their current wound box total, and any new gains they make is doubled as well.
Cost: 45 xp

Companion: The Synergist is so in tune with their lineage that they have called upon a companion from the wilds, a relative from the inhuman part of their lineage. The Companion has its master’s Blood stat times 75 to spend on its stats and skills. The Companion has max stats of 6, and can purchase traits and youkai’s if it can reach them. They have no special stats. A companion can be slain, but can be recovered from the aether by a

long complex ritual, lasting one week. The Companion also gains a special ability for free based on the lineage it is from.
Demon- The Demon increases the category of whatever weapon it is wielding by two, so a standard weapon is treated as a Relic(2), a Relic(2) is treated as a Relic(4) weapon, etc.
Fey- The Fey being is ephemeral, and while it can spend time in the physical world, it prefers to dance amongst the mists of the astral plane. The fey can shift to and from the astral plane as a full turn action.
Beast- The Beast is normally a proud being, but the respect it gives to its lineage is above all else. The Beast can be ridden as a mount with no ride check required, though any attacks using its natural weapons while ridden while require a ride check. A beast is also gifted with additional methods of transport. It can either: Fly (at 3 squares per round while ridden, 6 without a rider), Swim (lets rider breathe underwater, moves at 3 squares on ground normally), or Run (Can move 12 squares while ridden).
Nature- The Nature spirit is deeply attuned to its home environs, and as such can step between them at will. As long as two objects resembling or from their related type are within 10 squares of each other, they can walk between them as if stepping through a door. Dryads can walk from plant to plant, water spirits can leap through puddles, etc.
Cost: 40xp

Crossbreeding-The Synergists bloodline got a little muddled somewhere along the line, and the purity of their lineage within their ancestry is a little questionable. In addition to their main lineage, they can pick an additional First mutation from one of the other lineages.
Cost: 20xp

Youkai Dead Apostle

Though the denizens of the night can take on many different forms, for some reason they tend to end up on the same narrow paths, no matter their intentions. While powers can be subverted for good, there is no doubt the dark temptations that lay within the life of a Dead Apostle, and they only grow with power. The following are the various covens that seek to further their power beyond the mundane dregs of the night. You must have at least a 6 in your lineage stat to be able to use these Youkai classes

Moonlit Requiem

The Requiem has forsaken focus on future goals and instead realizes that true power does not last. They prefer to exercise control and power over the here and now. A Requiem gains a bonus of 50% for all Lineage rolls.
Talents:

Blood of My Flesh-When using any ability that requires BP to be activated or cast, the Requiem can instead choose to wound themselves to make up some of the BP cost. Each wound inflicted this way is equivalent to 5 BP, and can not be healed except by time. This effect can not be used for Sea of Red.
Cost: 15xp

Empowered Blood-When using any ability that requires an infusion of BP, the Requiem can choose to increase the effect by 50% (rounded down), but deals a wound to himself in the process. If the blood points are a chosen infusion, they act as if 150% of the amount that was infused. If it is a set amount for an effect, the effect itself is increased by 50%. This does not affect Sea of Red.
Cost: 45xp

Convert-When feasting on a creature, the Requiem can opt to not withdraw any blood, but instead infuse it with temporary life. The Requiem gains no

BP from the process, and has to spend an amount of BP equivalent to the targets Endurance rating. The target rises as a minion under the Requiem, with stats and skills it had in life. It has wound boxes equal to its endurance, and suffers an automatic wound per turn.
Cost: 30xp

Sea of Red-The ultimate last resort of a Requiem, they opt to use all their gathered power and flood the area around them with the gathered souls of their victims. For every ten blood points they have gathered, they can choose a target within ten squares. The target rolls to dodge versus the Requiem's Lineage and Dex, and if struck, is dealt Lineage damage. When completed, the Requiem is reduced to 0 Blood points, and must immediately feast to sate their sudden bloodlust.
Cost: 50xp

Reservoir-The Requiem has increased hunger, but a willingness to store those souls devoured for another use as well. They double their BP requirement per day, but their BP max is doubled as well. If they currently do not lose BP per day, they begin to lose 2 BP per day again.
Cost: 30xp

Everlasting Nocturne

The Nocturne knows that insanity takes the best of their companions in the ventures into the night, as it seems despite seemingly limitless power and the means to preserve themselves, most delve into debauchery and are worst for it rather rapidly. The Nocturne gains two wound boxes.
Talents:

Careful Feeding-The Nocturne has learned to control themselves in their feeding, reducing the amount of souls they feed on and the weight of those

souls on their mind. They can now opt to feed from a being but not kill them in the process. Doing so reduces the BP gained by 1/2 (rounded up), and the target suffers a loss of 2 points of Endurance for the next week. If the target has less than 2 Endurance, they can not be fed from in this manner.
Cost: 25xp

Chosen Fate-The Nocturne's long research and careful study have given them some insight into the future, and their will is such that they have decided the manner in which they will die. The Nocturne has seen their fate in the future, and if it appears they are about to be slain by any other manner than the one they have foretold, they will use their powers to forcefully tear Fate back to that course. When choosing this ability, the Nocturne selects several criteria for their death, and if that criteria is not met and they are faced with damage (after endurance roll) that would reduce them to 0 wounds, they can make a Lineage + Intelligence roll to try and alter the course of fate, with each hit reducing the damage by 1, and they lose 5BP per damage reduced this way (to a minimum of 0). The more specific prophecies cause the roll to suffer a penalty, as the fates are less than happy about being forced onto a specific course.

-Method (Gun, Sword, Magic, Fire, Claws) -2
-Area (Urban, Rural) -1
-Gender of Killer (Male, Female) -2 (if a creature does not have a gender, it counts for both)
-Type of Killer (Magi, Blooded, DA, Burial Agent, Creature) -2
-Time (Day, Night) -1
Cost: 50xp

Soulful Lineage-If they choose to partake of a human soul, the Nocturne can use it to empower themselves temporarily as they feed. If they devour a human for Blood points, their Lineage is temporarily increased by 1 for the day. This can be stacked until the temporary Lineage bonus is equal to the Nocturne's actual Lineage.
Cost: 30xp

Foreseen Conflict-The Nocturne has spent time peering into the future and has seen the faces of those they will come into conflict with during the day. The Nocturne makes a prediction of what kind of foe they will face (Magi, Dead Apostle, Magiteck, Holy Beast, Spirit, True Ancestor, Blooded, Burial Agent, Mundane) and then rolls their Lineage. Any hits they receive while rolling Lineage is the number of bonus dice they can roll when facing that foe for the next 24 hours. This prediction can only be made once during a 24 hour period, and requires a ritual lasting 1 hour.
Cost: 35xp

Foresight-The Nocturne focuses on a particular foe, and their sight allows them to see the possible futures of their actions. The possibilities are numerous and ever shifting, but as they become closer to reality, they become more focused. The Nocturne spends 3 BP per target marked this way, and for rounds equal to Lineage, gains a bonus of +2 on all rolls against them.
Cost: 15xp

Master's Opera
The Opera seeks the glory of those who created them, the True Ancestors. While the goal may be far off, it does not stop them from reaching and clawing at that lofty goal, and some even see themselves as equals or better. The Opera gains a bonus of 1 to a stat of their choice and it's maximum.
Talents:

Rising Star-The Opera has refused to see the limits of their own corrupted form, and has devised several rituals to bring themselves to the power of the True Ancestors. For each rank of this talent the Opera takes, a stat is raised up by one for the current and maximum. The maximum can not rise above 10.
Cost: 25xp.

Moonlight Rondo-The affinity between the Earth and Moon is at its peak at night, and the Opera has learned to tap into this spiritual bond, increasing

their powers drastically at night. While it is night and the Opera is under the moon (not inside, not underground) they automatically restore one wound per round.
Cost: 35xp

Conceptual Dirge-The Opera has learned to tap into their own nigh indestructibility, and has furthered it to an apex. The Opera can choose a conceptual weapon type, and becomes immune to all but the most powerful weapons and the most egregious wounds from that weapon. Any attack from a weapon less than Relic 4 and dealing less than 6 damage is nullified (note both conditions have to apply, a Relic 5 weapon dealing less than 6 damage is not nullified). Conceptual weapons are typically more standard constructs, and as such odder weapons (such as flamethrowers, slings, etc) will not fall under a conceptual type. The concepts are as follows- Long Blade, Knife, Long Rifle, Pistol, Axe, Hammer, Scythe, Bow, Polearm. This can be taken a second time for a different concept.
Cost: 45xp

Crimson Moon-The Opera has learned to tap into the innate blood lust of the true ancestors, and has turned that flaw into a gift. If they have not devoured blood yet today, and are facing foes from which they could feast from, they can opt to tap into their innate lust, and bring forth a frenzy, selecting a target for their rage. They roll their lineage, and add any hits to all rolls concerning that target, but they will attack that target relentlessly until they are able to feed on them.
Cost: 30xp

Marble Phantasm-The Opera has tapped into the nature warping powers of the true ancestors, and can now bend reality to their will. They can choose from one of two effects.
Destruction-The Opera focuses the sheer destructive will of nature on a single target, and deals double Lineage damage to them and any targets within one square. Reality warps, tears, vacuum pulls at the targets, and in general the area targeted is rent asunder. This costs 20BP.

Creation-The Opera calls forth memories of an important place to them, and warps reality to that memory. For every square warped, the Opera spends 2BP, and it requires a full turn to shift. The effect is sudden, but any standing within it are unharmed, though the terrain my change drastically. While the Opera is within any squares altered as such, they gain a bonus equal to half lineage to all rolls, along with any terrain advantages. The type of terrain is chosen when this ability is learned.
Cost: 45xp

Character Traits

Finesse (Character uses Dex if it is higher when rolling for melee attacks, instead of strength.) (Cost 2pts)

-Wealth (up to 5) (2 * new rank for each rank
0 ranks = no permanent residence or employment.
1 rank = Low income, small apartment, motorcycle or scooter.
2 rank = Medium income, medium apartment, small car.
3 rank = High Medium Income, small house, decent car.
4 rank = High Income, medium sized house, nice car or two cars.
5 rank = Very High income, large home, several cars.
)

-Ally (standard human ally, 25 points for stats/skills, can't take advantages/disadvantages)(4)

-Fast Healer (Heal time is cut in half, all checks to heal character have 2 dice added to it)(4pts)

-Extraordinary Stat (Increases the max of a stat by 1. Can not be used on special stats (Magic, Lineage, Faith, or Blood). Can only be taken at most twice, for different stats.)(4pts)

-Well connected (Either through mundane or paranormal, the individual always seems to have a contact in the area)(6pts)

-Relic (Individual possesses a derivative of a legendary artifact, much more powerful than a mundane version of the same item. Usually a weapon or a piece of armor, the strength of the item is reflected by the rank (up to 5))(4 x rank for each rank)

-Ambidextrous (User is able to wield two weapons at once, one in each hand.. This feat also allows for people with natural weapons (that aren’t attached to a limb) to be used in addition to weapons in the same round.

Any attack used in the same turn due to this ability in addition to the first remove 2 dice from the attack roll of all attacks.)
(Cost: 3p)

Weapons, Relics and Concepts

Weapons

Weapons are of vital import to anyone who combats the supernatural...in general, one does not charm a Dead Apostle into changing its ways. Weapons are divided into a few basic types. A weapon's damage is the stats given in the stats below where P is the damage of the weapon.

1 Handed melee-2P+1/2 Str (rounded down), Can resemble any one handed melee weapon, from knives, to swords, to maces, metal rods, etc.
2 Handed melee-2P+Str, Much larger, and able to confer more power from the wielder, can range from sledgehammers, to great swords and heavy axes.
Reach Melee-1p+3/4 Str (rounded down). These are longer weapons, usually some form of polearm, though they can occasionally be more fluid weapons. Have 1 square reach, and any foe who attempts to close into normal melee range with a user of these allows the user a free attack. Can not be used directly next to a foe.
Bow-2p+1/4 Str (rounded down) These weapons share the concept of converting strength into a projectile through a mechanical object. Have a base range of 10 squares.
Thrown-1p+1/4 Str (rounded down) These weapons are balanced for throwing, and are launched as projectiles. Have a base range of the user's strength in squares times 4.
Gun (Two handed)-5p Usually rifles, or other large caliber weapons. Base range of 20 squares.
Gun (One handed)-3p Usually handguns or other smaller weapons. Base range of 10 squares.

There are more unique weapons, but usually they are variants of these types. Note there are a lot of different weapons that can use these same rules, without necessarily being similar to what you associate with it, a steel

projectile launcher that fires bolts would be considered a gun since it fires at a set speed.

Relics

Relics are weapons passed down through a family, organization, or by other means. These weapons have been used by others through the ages, and given the nature of time and concept, this has given them improved power. Generally, the older the weapon, and the more it was used, the stronger the relic, though other means can improve their powers. This is gained through two separate mechanisms that work together to improve the power of the weapons. The first is time, the older a weapon, the more it is used, the stronger the legend associated with it, and thus the stronger the power associated with it. The other is a far cruder means...simply slaying the supernatural infuses a portion of their essence into a weapon, and thus a weapon that has been put to consistent use slaying the abnormal becomes decidedly good at the task. To reflect this in game, if a character has a weapon they wish to turn into a relic, they must spend 4xp x new rank to infuse it with power (IE: A mundane weapon turning into a Rank 1 relic costs 4xp. Going to rank 2 will cost 8xp, etc). As this is a time consuming process, each weapon can only be increased 1 rank between adventure time skips.

Relics have a rank associated with their power, going from one to five. No relic can be stronger than rank five normally. Each rank gives an equal bonus to damage from the weapon.

Conceptual Weapons

A prevalent theory among mages is that everything in this world has a ‘concept’, the original idea that all others were based on from it. Mages acknowledge this with the difference between Magic (The true numbered magics that are indescribably powerful) and magecraft (The copy that imitates their powers). Some have even theorized this idea even works for the mundane, like weapons. The theory goes, that every weapon has an original concept, the first design of that weapon, which passes into legend

as a weapon of incredible power. From that concept, similar weapons were designed through the ages, but each copy being less powerful than the last. In example, Excalibur may have been the original ‘concept’ for an English Broadsword. Every weapon after that was designed with the Arthurian blade in mind, but could not match up to the original. This theory would be just that, a theory, if it were not for examples that have shown themselves through history of weapons being able to return to their original concept. There is no exact science as to how this is done, and often it seems to happen by chance or providence, but many relics, with the right combination of magic, circumstance, and the wielder’s own determination, have returned to their original concept, drastically increasing their power.

Gun Modifiers

There are more options for guns than just one handed or two handed, obviously. The following are a list of modifiers that can be added to a gun to make it fit into more conventional categories. Please note some modifiers are exclusive, which either means they can not be combined with others at all, only certain other modifiers, or can not give benefits if mixed with another modifier. Any such restrictions will be noted with the modifier. No matter what modifiers a gun receives, for balance reasons, it can have at most 2.

High Caliber: The weapon has a higher caliber than most weapons of its type, or has some other feature that gives it more punch than you would expect. Damage for the weapon is increased by 1, but the wielder must have strength equal to half the weapon’s damage (rounded up) or higher, else be forced to brace the weapon before firing (taking a half turn initially, bracing lasts until the character has to move or dodge). Can not be combined with Shortened.

Shortened: Only applicable to two handed guns. The gun has been modified to be shorter and easier to handle length-wise. As a result, the weapon can be used in one hand. However since the kick of the weapon isn’t reduced, the character must have a strength score equal to or higher

than ½ the damage of the weapon rounded up, or if wielding a weapon in each hand, equal to the damage, else suffer a penalty to their attack roll equal to the difference. (IE: The damage of the weapon is 5p, and is being used one handed by itself, so the user needs 3 strength. They only have 2, so they take a 1 dice penalty to all attack rolls unless they use both hands. If they have two weapons, one in each hand, the strength requirement is 5, and they take a 3 dice penalty on all attack rolls with the gun). Can not be combined with High Caliber, or Sighted.

Sighted: The gun has some sort of built in sight feature, either iron sights or a more complicated system. If the character only attacks once in a turn with the weapon and does not move, they get a +2 dice bonus to their attack roll. Can not be combined with Shortened.

Automatic: The weapon has a selectable option to fire in bursts instead of a single shot. Instead of adding directly to the damage of the attack, if automatic is selected, for each 2 dice above the minimum needed to hit the target, the target is instead hit with a separate attack. Each attack is reduced by body and armor separately, but all are affected by any abilities the user used to improve their damage or other effects (reducing armor, etc). Ex: John rolls 7 hits on his attack, his opponent rolls 3 hits on his dodge roll. The minimum to hit would be 4 dice, so John gets one additional hit on the target (doing the damage of the weapon twice, separately). To get three hits, John would have needed to roll 8 hits.

Melee Attachment: The weapon has an attached item that makes it suitable for melee combat, be it a bayonet, a strengthened stock, or is just a big enough weapon to be used as a club. The user can also use it as a melee weapon, using the damage rules for one handed melee weapons (no matter how many hands the gun requires to use). The extra weight of this change reduces all attack rolls for the ranged attack by 1 while it is attached (if it is a permanent change, the effect is always in place, as well as the penalty). If this is something that can be removed/attached, it takes one half-round to do so.

Manually Loaded: The weapon does not use clips, but is instead loaded the old fashioned way. This does not affect normal combat (given weapons do not normally need to be reloaded), as long as the user is using normal ammunition. However this does give the user an option to load the weapon with abnormal ammo, which must be reloaded at intervals (up to the DM's discretion as to how large the internal stock of ammo for a gun is).